

MAY 1983
75p

COMPUTE! & VIDEO GAMES

**WIN AUGHRA'S
HEAD** Enter our
Dark Crystal competition

HIRE AND FIRE
Cheaper video gaming

Mad Max

**The Ghosts'
Revenge**

**Programs for the BBC, ZX81, Spectrum,
Texas, Vic and many more**

SPECTRUM SOFTWARE

TIME-GATE

4D Space/time adventure in fast moving graphics. 48K.

Author: **John Hollis**

THE CHESS PLAYER

With Speech and personality. 48K.

Author:

Martin Wren-Hilton

METEOR STORM

With speech and Hi Res Graphics. 16K or 48K.

Author: **John Hollis**

SPACE INTRUDERS

With mutants and Hi Res Graphics. 16K or 48K.

Author: **John Hollis**

EASYSPEAK

Add speech or music to your programs. 48K.

Author: **John Hollis**

MINED-OUT

With 9 levels of minefield. 48K.

Author: **Ian Andrew**

SOFTWARE FOR THE ZX81 WITH 16K RAM

QS ASTEROIDS

"...very good..."
"...addictive game!"
(C.&V.G.).

Author: **John Hollis**

QS DEFENDA

"...better than any other arcade game I've seen."
(Sync.).

Author: **Nick Lambert**

QS SCRAMBLE

"...amazing, fantastic!"
(PC.W.).

Author: **Dave Edwards**

QS INVADERS

"...just like the real thing!" (C.&V.G.).

Author: **Dave Edwards**

MUNCHEES

Features 1 to 4 Ghosts, 3 Munchees, Power pills

Author: **A. Laird**

GALAXIANS & GLOOPS

Features two types of swooping Galaxian.

Author: **T. Beckwith**

CROAKA-CRAWLA

With Frogs, Lorries, Logs, Crocodiles, Turtles, Flies,

Author: **John Field**

SPECTRUM & ZX81 GAMES FROM QUICKSILVA

A WHOLE GALAXY OF ACTION AT YOUR FINGERTIPS

NEW RELEASES FOR THE ZX81 & SPECTRUM

SPECTRUM FRENZY

Arcade action

Features: Full colour hi-res graphics, sound, high score table, hold feature, 5 levels of robots, Evil Orville, the minelayer, exploding pods, progressive difficulty, attract mode.

Author: **Dave Shea**

ASTRO BLASTER

Arcade action

Features: Full attract mode, 5 attack waves, 15 levels of difficulty, rapid fire, meteor storms, changing aliens, plasma bolts, killer bombs, full colour hi-res graphics, full sound.

Author: **John Edwards**

16K or 48K Spectrum

EDDIE A WORD PROCESSOR

Features:

Menu driven prompts given at all times.

Drastic commands — e.g. Clear Text —

are automatically questioned.

Load/save commands... all text justified, on screen as well as printer.

Author: **P. Baker**

48K Spectrum

PIXEL GAMES FOR THE ZX81 WITH 16K RAM

TRADER

A trilogy of 16K programs that combine to give an epic 48K graphic adventure. As a galactic trader, you deal with some very bizarre customers indeed.

STOP PRESS

Trader now available for the Spectrum £9.95

SUBSPACE STRIKER/ZOR

With your deadly antimat torpedoes, you unleash havoc in the Federation's Spacelanes.

STARQUEST/ENCOUNTER

With the help of your onboard computer you seek a habitable planet amidst the perils of deep space.

ZX81 GAMES OCEAN TRADER

An adventure set in the 19th Century.

You own and captain a vessel, sail between 5 ports and deal in coal and whisky; with storms, pirates, sea mist and vessels adrift.

Author: **A. Morgan**

ZX81 with 16K RAM

COSMIC GUERRILLA

Arcade action

Fast m/c action, will drive QS sound and character boards, responsive controls, high score tables.

Author:

C. K. Tame
ZX81 with 16K RAM

3D BLACK STAR

Arcade action

Features: Fast 3D graphics, fast scoring, four types of target. Eight instrument displays, warp drive, resurging aliens, time limit, 17 levels of progressive difficulty, high score table.

Author: **M. Sudworth**
ZX81 with 16K RAM

DAMPER & GLOOPER

Arcade action

Features: Fast action, 5 dampers increase to 6 on later phases, 3 lives plus bonus lives, ever increasing speed, high score, stall frame features, spiral clear at end of games, bonus phase worth 5000 pts., high score save and display.

Author: **P. Crane**
ZX81 with 16K RAM

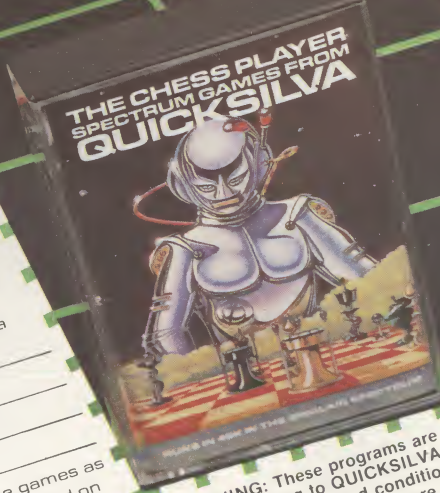
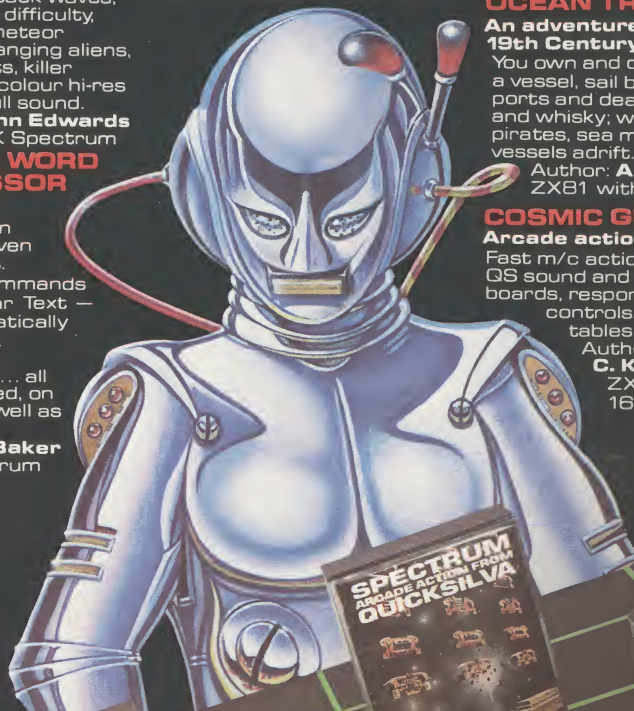
PIONEER TRAIL

A western adventure

Features: 20 levels of play. "Mind Game" plus shooting rifle speed uses all keys and is measured against the players personal average response. This game is based on historical data.

Author: **Marion Stubbs**
ZX81 with 16K RAM

Quicksilva Limited,
Palmerston Park House,
13, Palmerston Road,
Southampton. SO1 1LL.
Telephone: (0703) 20169.



SPECTRUM GAMES

- Time Gate £6.95
- Frenzy £4.95
- Mined-Out £4.95
- Easyspeak £4.95
- Astro Blaster £4.95
- Meteor Storm £6.95
- The Chess Player £4.95
- Space Intruders £5.95
- Eddie A Word £9.95
- Processor
- Trader

PIXEL GAMES FOR ZX81

- Trader £9.95
- Subspace Striker £3.95
- Starquest & Encounter £3.95
- Total cheque/PO enclosed

- Black Star £4.95
- Cosmic Guerilla £3.95
- Damper & Glooper £4.95
- Ocean Trader £3.95
- Pioneer Trail £3.95

Cheque payable to Quicksilva

Name _____

Address _____

Please send me the games as
ticked. Supplied on
Cassette.

Send order to:
Quicksilva Limited, Palmerston Park House, 13, Palmerston Road, Southampton.

WARNING: These programs are sold according to QUICKSILVA Ltd's terms of trade and conditions of sale. Copies of which are available on request.

News & Reviews

GAMES NEWS 16

Join in the Dark Crystal adventure, take part in a duel at midnight and reel back in horror at Thorn EMI's latest mutant sea monsters.

VIDEO SCREENS 20

Turn your VCS into a home computer. Pheonix verses Demon Attack, we make our choice. And two brand new games manufacturers exclusively revealed in these pages.

ARCADE ACTION 30

Three ways to notch up extra points in Pengo. Take a flight back into the past with Time Pilot and take Popeye through his spinach-munching adventures.

REVIEWS 96

Atari Defender is taken through its paces and compared to the arcade original. We also give Imagine's Schizoids a test run on the Spectrum

Listings

FORMULA ONE 32

Take to the test track in your turbocharged Atom and race away from the opposition in this all-action fast and furious four-wheeled fun-packed game.

SKI-ING 38

Experience all the ups and downs of slalom ski-ing — but without suffering the bruises and broken bones. Winter-sports for all you Texas TI99/4a owners.

NUMBER PATCH 40

Have you got an appetite for numbers? Then this is the game for you. All you need is a snake and a Pet — or maybe a pet snake?



GROW WORM 64

This one wriggled it's way out of our Atari 400/800 the other day and we've been trying to get rid of it ever since.

CANYON LANDER 68

What no space games this issue? Of course there's one! Out on a lost planet you are exploring a deep cavern. Cosmic challenge on the Spectrum.

GHOST'S REVENGE 72

Watch out Pacmen! The ghosts are on the loose and after you — and there are no more energy pills left! Fun for your Dragon.



DODGEMS 42

Take up the challenge of a time-trial in your sleek black ZX81. Can you set the fastest time? Watch out for the oil slicks!

DOCTOR VIC 48

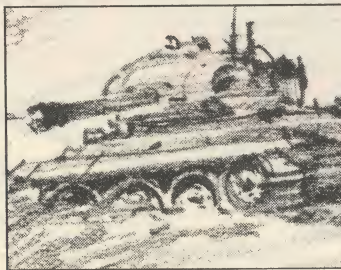
This is our contribution to the National Health. You've read all those newspaper stories saying how computer games can make you ill — well this one tells you just how ill you are! For medical students with a Vic-20.

TANK BATTLE 50

Sherman, Tiger, Panther, Churchill — everyone's playing tank battle! Wargames go with bang on the BBC model B.

MAD MAX 56

Motorway madness takes on a whole new meaning with this character in control. 100 mph action all the way on your Sharp.



Crystal clear . . .

So you want to get a head? Well there's a chance for everyone to win one on page 24 where we set out our Dark Crystal computer competition.

The competition invites you to show your creativity on a computer screen and map out a picture based on the movie.

There's another chance to take advantage of your programming expertise and make your name on television, by entering the BBC's very own young programmer competition.

The details are being outlined on the Get Set series on Saturday April 16th, or they can also be found on page five of this issue.

And the third competition to be associated with this magazine is on Trevor Truran's Puzzling column where Milton Bradley have put up three of their arcade theme board games as prizes.

Features

MAILBAG 7

More news, views and questions answered.

COMPETITION 24

Aughra's head awaits our best computer artist.

CHESS 27

Max Bramer reports on computer chess champions.

BUGS 29

The little horrors launch a second assault on the New Micro!

GRAPHICS 75

The art of commanding language.

ADVENTURE 82

Keith Campbell meets Zork!

HIRE AND FIRE 85

Eugene Lacey looks at the video game hire boom.

PUZZLING 88

Trevor Truran asks you to Drop him a Letter.

REVERSI 91

John Ball refutes the popular opening theory

WARPATH 92

Ron Potkin's wild west game goes on manoeuvres.

SOFTWARE FORM ... 94

Making sure your games reach us with all the right information.

SEVENTH EMPIRE .. 95

An apology...

MACHINE CODE ... 100

Ted Ball looks at addressing modes.

Editor Terry Pratt, Staff Writer Eugene Lacey, Editorial Assistant Clare Edgeley, Art editor Linda Freeman, Production editor Tim Metcalfe,

Advertisement manager Rita Lewis, Advertising executives John Phillips, Louise Matthews, Mick Cassall, Advertisement assistant Louise Flockhart, Publisher Tom Moloney

Editorial and advertisement offices: Durrant House, 8 Herbal Hill, London EC1R 5JB; Telephone Editorial 01-278 6556, Advertising 01-278 6552

COMPUTER AND VIDEO GAMES POSTAL SUBSCRIPTION SERVICE. By using the special Postal Subscription Service, copies of COMPUTER AND VIDEO GAMES can be mailed direct from our offices each month to any address throughout the world. All subscription applications should be sent for processing to COMPUTER AND VIDEO GAMES (Subscription Department), Competition House, Farmdon Road, Market Harborough, Leicestershire. All orders should include the appropriate remittance made payable to COMPUTER AND VIDEO GAMES. Annual subscription rates (12 issues): UK and Eire £10.00 Overseas surface mail £12.00 Airmail Europe £20.00 Additional service information including individual overseas airmail rates available upon request. Circulation Department: EMAP National Publications. Published and distributed by EMAP National Publications Ltd. Printed by Eden Fisher (Southend) Limited.

© Computer & Video Games Limited ISSN 0261 3697.

Cover: Photograph courtesy Henson Associates Inc.



ames

'Ere! What's your GAME?

● Turn your programs into gold – with Virgin Games, a new computer software company, part of the Virgin Group and backed by all its resources. Our expertise is in marketing, merchandising and sales – in fact in all the aspects of turning software into cash.

● So, we are searching for exciting, entertaining and original programs (from software houses or individual programmers) for the following home computers – Atari, BBC, Commodore 64 and VIC 20, Dragon, ORIC 1, Sinclair ZX Spectrum and Texas Instruments 99/4A.

● If you have written a games program with good graphics, lots of action and an original concept and you want to be rich and famous – but you don't have the resources to market it properly yourself – send a cassette copy to Nick Alexander, Virgin Games, 61/63 Portobello Road, London W11. We will evaluate it and if we believe that it has good commercial potential, we will offer you a contract for it.

● We are also forming a team of first-class free-lance machine code programmers. If you are interested drop us a line with an example of your work.

● When sending us programs to evaluate, make sure that you enclose your name, full address and phone number, operating instructions and details of the computer it runs on. Make sure you keep a copy of the program yourself.

● We will only be taking on a limited number of programs so don't delay!

● Virgin Games Ltd, 61/63 Portobello Road, London W11. ● Tel: 01-221 7535.



NEXT MONTH!

Dare you look inside our little black box? It will be waiting to reveal all its mysteries within the pages of the next issue of *Computer and Video Games*. We also challenge you to find the promised land in our epic version of The Ten Commandments.

If that's too heavy for you then how about a day at Royal Ascot.

Home video gaming has really taken off in the U.S. and that craze is surging across the Atlantic.

Two exciting new machines, the Colecovision and the Vectrex will be in our shops by June with the long-awaited Atari 5200 following later.

Eugene Lacey has been keeping you up to date with developments in Video Screens, but in June we are adding a 20 page supplement featuring: reviews, interviews, news of the coming software, full colour pictures of the games on screen and a special competition for three video gamers to win five games cartridges of their choice.

When you've tackled Colecovision's own Zaxxon robot, even home computer gamers will take note.

LOOKING FOR SCREEN GEMS

Tune-in to the BBC's Get Set on Saturday April 16th and you will be invited to prove your programming talent.

Those of you who spotted Terry Pratt on the first Get Set on April 2nd will have another chance to see your favourite editor setting out the rules of a competition to find Britain's top young programmer.

If you have developed an original program for your personal microcomputer you should send it in as an entry for the Get Set Computer Program Competition.

All entries must be submitted on a cassette — save the program twice to help avoid loading difficulties. Make sure your full name, age, address and telephone number if you have one, are clearly printed on the cassette and on any documentation you send with it.

Post your entry to: Computer Program Competition, Room 5007, BBC Television, New Broadcasting House, Oxford Road, Manchester M60 1SJ. Not to *Computer & Video Games*, please!

Your program may then be featured on the Get Set series and you can tune in to see what the opposition is like as well. The rules are laid out below, so rush your entries in before the June 17th closing date.

RULES

1. The competition is open to all children residing in the UK who are under 16 years on July 1st 1983.
2. You may enter as many programs as you like but they must be your own

And there was my copy— all covered in garlic



In Transylvania you cannot always make it to the newsagents on the right day. Last 16th of the month, I couldn't get out 'till late and my newsagent had put a cross on his door. Well there hadn't been any plagues around (I talk to rats, I know these things) so I guessed he must be keeping my copy of *Computer & Video Games*.

Sure enough when I flew in the window, I saw my copy all covered in garlic — and it had *Haunted House* in it too! That's what I get for playing with my VIC all night, instead of terrorising the local peasants.

Anyway I had a little word just under my newsagent's ear and now we get on fine.

Have a word with your newsagent — fill in the form (right).

To my newsagent: Please deliver/reserve me a copy of *Computer and Video Games* every month. Price 75p.

Name

Address

original work and not copies of any other program.

3. The programs can be for any personal microcomputer currently available in Britain and should be submitted on cassette. Every effort will be made to load all cassettes submitted but should this prove impossible the judges can accept no liability.
4. Prize winners will be announced on 'Get Set'. Winners will also be notified by post.
5. The judges decision will be final in all matters.

SAY GOODBYE TO SUSAN

This is the issue in which we magazine readers should say goodbye to Susan Cameron.

Susan, who has been with us since long before the first issue hit the newsagents and has personally answered more listing queries than any other living human, is not leaving Herbal Hill.

She moves to a new job on the Marketing and Publicity Department and will still be involved with organising competitions and exhibitions for this magazine and many others.

While we will still see a good deal of

Susan around the office, her name will not be appearing on the *C&VG* masthead any more. She will be replaced by Clare Edgeley, and I'm sure Clare will find the *C&VG* readership just as challenging as Susan did.

As a parting note we are offering six of our spare Vulcan Electronics' Hungarian Rings (see *Puzzling* page) to the six readers who come up with the best thank-you letter for all Susan's contributions over the past 18 months. We will make our selection on May 16th. The judge's decision is final and no relatives of Susan Cameron may enter.

CONFESSIONS OF A BUG

The trouble with being a Bug is that you'll get blamed for everything. Take *Logger* in the last issue where the end of line 134 was unclear in some copies.

I'm sure we'll get the blame for that, but anyway it should read 56 at the end of that line.

Skyscraper on the *Dragon 32* had a problem with line 70. It should read

```
70 Z$=INKEY$:IF BD=0 AND Z$="
"THEN 100 ELSE IF Z$="↑" AND
RA>0 THEN IF PO>64 THEN
PRINT@PO,NP$;PO=PO-32:RA=RA-1
```


ANIROG

SOFTWARE



XENO II

An E-XPANDE-D screen presentation with superb action packed space thriller, written entirely in machine code with four action packed stages. To destroy the power source of Xeno II, you have to fight off waves of robot attack, plasma bombing by the legions of the outer sanctum and finally attack the power source protected by a force field, continuous bombardment by guardians and blockading by wild whirling suicidal space ships. Truly a game for all arcadians.

JS 16K £7.90

CAVERN FIGHTER

All M/C version of SCRAMBLE. Lasers, bombs, continuous scoring and sound effects give all the thrills of arcade game. Pilot your space ship through the tortuous tunnels and caverns destroying enemy missile launchers, fuel dumps and airborne fire saucers. Four ships to complete mission. 10 skill levels.

KB/JS Unexp. £6

CRAWLER

All M/C version of Centipede. Homing spiders, mushroom laying fleas and multidirectional travel makes this games fast and furious, with 10 skill levels.

JS Unexp. £6

PHARAOH'S TOMB

Once you enter, the only way out is with the aid of a key which unlocks the mystery of the Pharaoh's tomb. Beware of the mantraps the ancient Egyptians so painstakingly built. One false move and you will meet the same fate as befell other tomb robbers over thousands of years. A multiscreen big graphical adventure with M/C movements.

KB 16K £6.00

SEVEN PROGRAMS (VOL 1)

Hi-res games for the whole family. Board game Othello plus Bomber, Slalom, Bounce out, Lunar Docker, Memory and Snake.

KB Unexp. £6.00

DOTMAN

All M/C version of the popular arcade game. Excellent colour graphics and sound effects complete with fruits, tunnels, running and highest score.

KB/JS Unexp. £6

ZOK'S KINGDOM

Your starcruiser badly damaged in a meteor storm is forced to crash land on the planet ruled by ZOK, a time space generated image of Dracula. You are challenged to a battle of wits and endurance as the battle for survival starts in earnest in this big multi screen graphical adventure in hi-res graphics and M/C movements.

KB/JS 16K £6

SEVEN PROGRAMS (VOL 2)

Another Hi-res games pack for the family. Graphical Adventure, Goblins Gold, plus Dare Devil, Ghosts, Grand Prix, Breakout, Cobra and Minefield.

KB Unexp. £6.00

KRAZY KONG

An E-XPANDE-D screen, large graphics, rolling barrels, hammer, fireballs, lifts, handbags and umbrellas as you try to rescue the damsel Kong has abducted. Spectacular collapse of Kong's lair in the fourth screen. Uses all 21K of your expanded Vic for this 100% M/C thriller. Complete with high score table.

KB/JS 16K £7.90

GALACTIC ABDUCTORS

New arcade game with fully EXPANDED screen. Space hawks are abducting the humanoids and also dropping eggs. A big 16K action packed arcade thriller in 100% machine code, Hi-res graphics and multi skill levels.

JS 16K £7.90

FROGRUN

Popular arcade game. All machine code with brilliant colour graphics and sound effect. Features include snakes, crocodiles, lady frogs, turtles, cars, lorries and logs.

KB/JS Unexp. £6

DRACULA

Count Dracula is asleep somewhere in his castle. He rises at midnight and you must find him and drive a stake through his heart before he rises. A multi-screen graphic adventure.

KB 3K £6

TINY TOT'S SEVEN

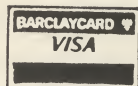
Super games pack for younger children with bright colour graphics and sound effects. Everybody's favourite Simon plus Super Snap, O's and X's, Word Jumble, Bomber, Duck Shoot and Mad Drivers.

KB Unexp. £6.00

TRADE ENQUIRIES WELCOME, GENEROUS DISCOUNT

SOFTWARE WRITERS

We are looking for top class writers to join our growing software team. If you have written a quality game for VIC 20, SPECTRUM, DRAGON 32, ORIC 1 or COM-MODORE 64, then contact us. We pay top royalties for accepted programmes.



24 HR. CREDIT CARD SALES HORLEY (02934) 6083

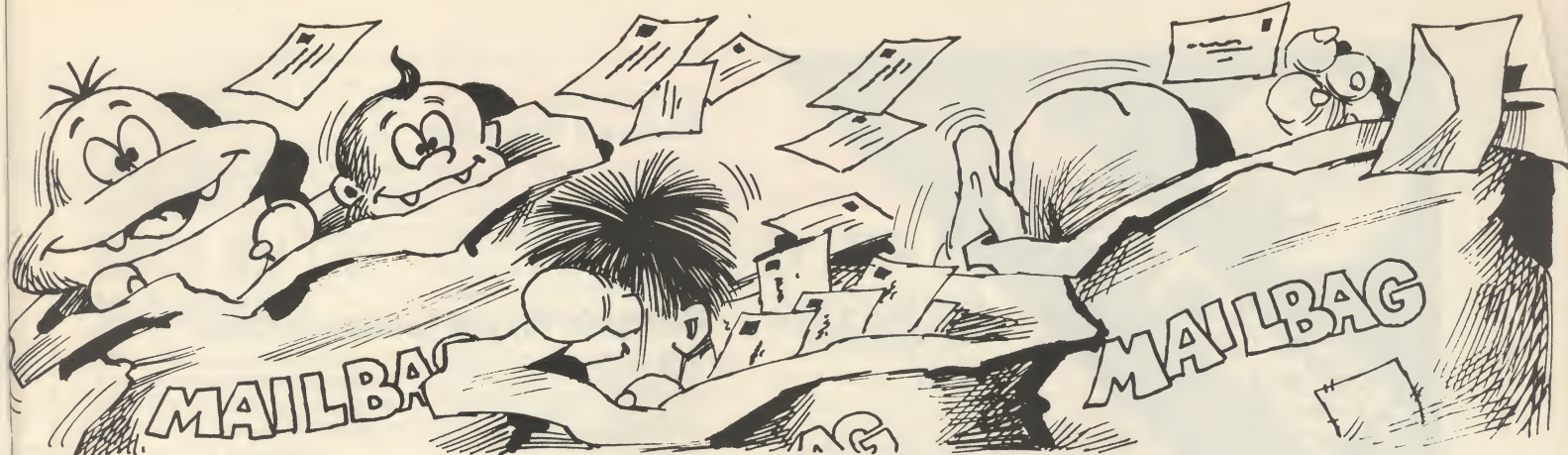
SPECTRUM - VIC 20 - ZX81 DRAGON 32

Huge selection of software. Nearly all the software advertised in this magazine available post free. Pick and mix facility. Order for yourself and friends and get huge discounts. Send S.A.E. for catalogue.

5 tapes 10%. 10 Tapes 15%. 20 Tapes or more 20%.

PAYMENT BY CHEQUE, P.O. ACCESS/VISA

ANIROG SOFTWARE
26 BALCOMBE GARDENS
HORLEY, SURREY
ENQUIRIES HORLEY (02934) 2007/6083



Please drop us a line at: Computer and Video Games, EMAP, Durrant House, 8 Herbal Hill, London EC1R 5JB.

THE WORLD OF PIMANIA

Dear Sir,
I have been playing Pimania and I think I've drawn up a diagram of the system of Pimania! Is the sundial on this planet or is it somewhere in space?

Barry Jones,
Croydon,
Surrey.

Editor's reply: It is possible that your diagram is complete, but we don't think you have yet passed through the Ultimate Gate of Pi, otherwise, the reality of the location of the Golden Sundial would have been revealed to you.

Don't simply travel around the world of Pimania. Talk to the Pi-man and do as many different things as you can think of. Don't be afraid to communicate through your keyboard.

BACK WITH THE DEBATE

Dear Sir,
I hope to add to the Spectrum Vs. BBC debate, and hopefully please both sides.

I believe it is silly for Clive Sinclair, or anyone else for that matter to compare the two machines.

They are entirely different machines aiming at different markets, and should be kept so.

I own a Spectrum and have also used my school's BBC, and I was impressed by both machines.

The Spectrum is the world's best home computer for under £200 and the BBC is the best for over £200, and never the twain shall meet.

M. N. Jackson,
Camberley,
Surrey.



FAMOUS LAST WORDS . . .

Dear Sir,

Hopefully this letter will end the BBC versus Spectrum conflict — which I am sure most people are bored with.

I must agree with many of the points raised by David McKeran in the March issue in comparing the two. However I do not feel that the BBC and the Spectrum can be compared considering the obvious differences between the two machines.

The BBC micro is an excellent machine exceeding the Spectrum in most areas and the buyer is certainly getting his money's worth — but the same can be said of the Spectrum. This is the crunch of the problem. Most people cannot afford a BBC micro. I would certainly like to own the more powerful BBC but have to settle, for the time being, as David McKeran put it, with "the jack-of-all-trades" with which I must add I am completely satisfied!

For all the pros and cons of every computer we should be

grateful for the chance we have in this country to be in the forefront of home computing and the opportunity to purchase an exciting and rewarding hobby.

Stephen Challis,
Exmouth,
Devon

Editor's reply: And with this letter we draw to a close the Spectrum v. BBC debate. 'Nuff said, OK?

PRAISE FROM ATARI FAN

Dear Sir,

I have been the proud owner of an Atari 400 computer for over a year now, and have been thrilled with your magazine. Recently we have had some fantastic programs, such as Submarine Hunter, Wordfind, Air Attack and most recently Over the Orchard Wall. Full marks to you and all these authors!

James L. Campbell,
Bramley,
Surrey.

MORE ON THE ICE VENDOR

Dear Sir,

In your February issue of *Computer and Video Games* a reader complained about a PET/Apple program, Ice Cream Vendor from the November issue.

I was surprised to see that you didn't correct him. Deleting the "VTAB 10" could not possibly work the way it was meant to, because "VTAB 10" on the Apple means (as far as I know) slip 10 lines. So that the Pet version should read: 10 PRINT"/then cursor down/ten cursor right/***

Njal Fisketj  n
St  vanger,
Norway.

DISAPPOINTED BYGORILLA...

Dear Sir,

I am writing about the C TECH Crazy Kong. When my copy finally arrived — after a month of waiting — I was shocked. The game I got was either terribly bug ridden (which I doubt) or the advert is designed to mislead.

The game is supposed to be for the 16K or the 48K but in actual fact there are two versions. The 16K one is second on the tape and takes about 15 minutes to load because you must run through the 48K version first.

The game is so fast that it is unplayable but only the 48K version has scoring. I was very disappointed and I am going to send it back.

Iain Reddick,
Kirkaldy,
Fife.

SPRITES KEEP SMOOTH

Dear Sir,

Many thanks for your recent listings for the TI 99/4a computer which show the excellence of this underrated machine.

The ability to have 28 independently programmable SPRITES (smoothly moving graphics characters) and a "transport" colour, allowing characters to move across each other, makes the simulation of arcade games a simple matter in TI extended Basic.

The new Commodore 64 proudly boasts only eight SPRITES, whilst the Atari equivalent "player missiles" are notoriously difficult to program.

Keep up the good work!
D. A. Johnson,
Acklam,
Middlesbrough.





NEW SPECTRUM SOFTWARE

48K SPECTRUM Super Spy

An exciting espionage adventure in which you follow the villain's trail through complex puzzles, coded messages and 3-D mazes. With different solutions every game Super Spy will keep you entertained for weeks! Full 'save' routine. **£6.50**

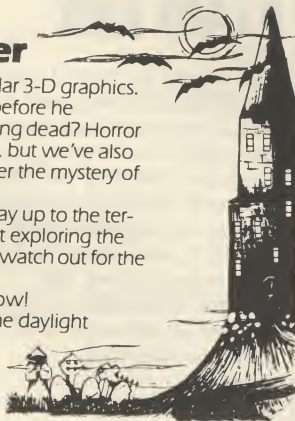
48K SPECTRUM Everest Ascent

Stake your claim to the Top of the World in this gripping vertical adventure in which you aim to conquer the 29,141' summit of the world's highest peak. Struggle from base camp to base camp in defiance of all the obstacles which man and nature can throw at you! Survive intense cold as you watch out for avalanches, thin ice and, of course, abominable snowmen! Cope with wayward Sherpas and cross bottomless crevasses but remember to watch your oxygen supply! A game of skill, cunning, bravery and daring for those with a head for heights! **£6.50.**

48K SPECTRUM Transylvanian Tower

A spine-chilling adventure with spectacular 3-D graphics. Can you rid the world of Count Dracula before he introduces you to the dark world of the living dead? Horror film addicts will know most of the moves, but we've also added a few of our own! Can you discover the mystery of the turret and escape with its treasures? Enter via the dungeons and work your way up to the terrifying top! Find objects to help you whilst exploring the 500 rooms - all in exciting 3-D detail - but watch out for the bats. Give your Spectrum a bite of the action now! Includes full save routine for use during the daylight hours! **£6.50**

Now available from selected branches of W.H. Smith & Son Ltd.



16K SPECTRUM Ship of the Line

An Adventurous Management Game

Command a 17th Century sailing ship... win victories for Britain... juggle your supplies, manpower and ammunition... fearlessly battle your way up the ranks... and finally achieve promotion to First Sea Lord, but beware... it won't be easy! Encounter and engage enemy fleets... survive sunstroke, fever and famine... endure fire, fog and thirst... then... when you think you've done well... rush back to Port for promotion! With full colour, ship graphics and sound... **£4.95**

For credit card orders
please ring 0628 21107.



48K SPECTRUM

Ship of the Line

48K version features the chance to send out boarding parties, to build up prize money, to take intelligence tests and to bribe your way up the admiralty ladder! This greatly extended version of Ship of the Line really makes the most of your extra memory. **£6.50**

16K ZX81

Bargain Bytes Cassette One

Deep Sea Adventure * Bank Account * Underground Adventure * Depthcharge * Hangman * Loan Calculator * Codebreaker * Foreign Currency Calculator. A genuine bargain!

Eight interesting programs for just **£5.00**

16K ZX81

Bargain Bytes Cassette Two

Stock Market Game * Seafaring Adventure * Jackpot * OXO * Financial Model * Ski Run * General Knowledge Quiz * Copycat.

Too many programs to describe for only **£5.00**
Ideal as a ZX81 Starter Pack!

48K SPECTRUM

Multi Function Cash Controller

If you want to make your machine work for you, this is an ideal program...

Cash Controller has four basic functions; it keeps your Bank Account in order, it looks after your Home Budgeting, it calculates loan interest and repayments, and finally it checks your mortgage for you. In addition, it only lets you into the program by means of your own secret password which you personally choose. Once you've allocated budget headings, any transactions you put through the Bank Account will automatically be taken into account on your budgets.

Using a Sinclair printer, hard copy statements can be produced running from any date to any date; much more versatile than your regular bank statement! This program has been carefully crash-proofed to prevent a minor error from scrambling the existing data, and comes with clear on-screen instructions plus full printed notes to help you on your way. Finally, it holds up to 200 bank transactions and fills up most of the memory of your 48K Spectrum. **£10.00**

Despatch within 48 Hours
Guaranteed.

All tapes despatched by
First Class Post.

FREEPOST (No stamp required),
Maidenhead, Berks SL6 5BY.

OFFER!
Buy 2 get £1 off
Buy 3 get £2 off
Buy 4 get £3 off

Richard Shepherd Software

Please send me: 48K Spectrum
48K Spectrum
48K Spectrum
48K Spectrum
16K ZX81
16K ZX81

Super Spy
Transylvanian Tower
Everest Ascent
Ship of the Line
Cash Controller
Ship of the Line
Bargain Bytes One
Bargain Bytes Two

at £ 6.50
at £ 6.50
at £ 6.50
at £ 10.00
at £ 4.95
at £ 5.00

Discount for buying
two or more?

Less £

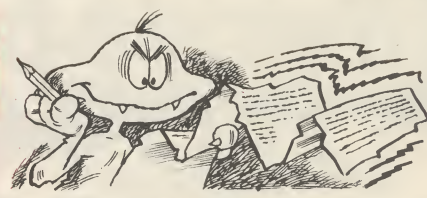
TOTAL

I enclose Cash/Cheque/Postal Order
payable to Richard Shepherd for
Name
Address

Postcode
Send your order immediately to
Richard Shepherd Software,
Freeport (no stamp required),
SL6 5BY



MAILBAG



BACK ON THE WARPATH

Dear Sir,
I am having problems with your Warpath program in the Jan/Feb 83 issues of *C&VG*.

I own the following hardware: TRS-80 Model 1, Level 2 and expansion interface, 48K RAM, one TRS-80 5.5 inch mini-disc-drive with TRSDOS, one TRS-80 line printer VII, one CTR-80 cassette recorder.

Under level 2 your program runs without a hitch but I typed it in with Disc Basic 2.2 loaded and it keeps throwing up out of memory in 760 or 770 when I run it. I think it is a problem with the poke statements in line 190 that seems to be causing the trouble.

Can you please advise me if and how the program can be run under Disc Basic as I would prefer to save my programs on disc instead of tape and the disc manual isn't very informative on changing level 2 to Disc Basic.

I've tried everything I can think of but with no results, I've found that the clear 100 statement at the beginning of 760 and 770 are the problem.

I would appreciate any help you can give me in getting this program to run.
R. J. Evans,
Brize Norton,
Oxfordshire.

Ron Potkin replies: You are right. Line 190 is a way to set the memory size so that you do not have to remember the number each time you run the program. You will see that it is set to 27300 to protect the BIGSCREEN, IBOARD etc, but Disc Basic loads the program starting from location 28672.

This means that there is no memory available and an "Out of Memory" error is encountered in line 770. Ideally the program should be written in such a manner that it will run wherever it is located, but unfortunately shortage of memory made it impossible.

You should make the adjustments shown right. The effect is to move the program 16384 bytes up in memory. Please be careful

with line 860. Part 2 requires a RETURN but the coding following the remark must be introduced for part 3.

It is worth noting why the changes are necessary: You cannot POKE 16526/7 to denote the machine language address in Disc Basic. The DEFUSR command must be used. This is a great improvement because now we can define all the addresses when the program is initialised.

Most addresses are now greater than 32768 and they must be adjusted by deducting 65536 before they



can be poked. In line 770, I have defined a function which makes this calculation.

Some addresses are within the machine language routines and the DATA must be adjusted.

The coding below up to line 1160 is all that is required to adjust Warpath. However, the DATA only covers parts 1 to 5. There is some more machine language to come and I shall include these changes at a future date.

```
Warpath - Upgrade to Disk Basic
760 CLEAR100:P=21852:U=16561:GOSUB190
770 CLEAR100:CLS:DEFINTB,I-V,X-Z:DEFSTRA,C-H:DEFDELN:RANDOM:DEFN(R)
190 R=PAND255:POKEU,R:POKEU+1,-256*(P<0)+(P-R)/256:RETURN
390 SP=USR1(ML+0):RETURN
420 SP=USR1(ML+0):RETURN
440 X=FND(PEEK(VARPTR(X*(V))+2)*256+PEEK(VARPTR(X*(V))+1)):RETURN
450 NX=USR4(EL):IFPEEK(S9)<255THEN520ELSENX=0:RETURN
)=CINT(R)+65536*(R>32767))
860 RETURN 'K=1:1=1:R3=2 'DELETE RETURN AND ' IN PART3
980 RESTORE:L=FND(&HAB98):FORI=1TO12:READK:GOSUB90:L=L+2:NEXT
990 L=FND(&HAB8C):FORI=1TO6:READVF(I):K=VF(I):GOSUB90:L=L+2:NEXT
1100
N9=FND(&HAC35):B0=FND(&HB8B5):S9=FND(&HBF5D):RW=S9+1:RU=RW+12:SK=FND
(&HAB8B):SS=SK-5:SB=SK-9:TB=FND(&HAAD0)
1130 V=1:GOSUB440:DEFUSR7=X:POKEI,195:U=I+1:P=X+9:GOSUB190:I=I+3
1140 V=1:GOSUB440:DEFUSR1=X:U=X+196:P=RU:GOSUB190:U=U+22:GOSUB190
1150 V=4:GOSUB440:DEFUSR4=X:U=X+36:P=S9+1:GOSUB190
1160 V=3:GOSUB440:DEFUSR3=X:K9=USR3(0)
2500 'DELETE THIS LINE
3007 DATA FD,ES,D1,E1,7C,E6,0F,67,C1,E5,D5,21,35,AC,19,EB
3018 DATA 21,17,AC,11,18,AC,01,28,13,36,80,ED,B0,21,ES,B8
3019 DATA 11,B6,B8,0E,63,63,ED,B0,21,F9,BE,11,FA,BE,0E
3020 DATA 63,63,63,ED,B0,21,29,EC,06,1E,C5,06,08,36,63,23
4005 CS$="....21611 3810 5825"
```

LETTER FROM AMERICA?

Dear Gentlepeople,
I'm in London on vacation (holiday?) and picked up your magazine out of curiosity as to what was available in programs over here. Although I found it very informative and of generally high quality, what prompted me to write was your answer to J. Mansfield (March 83, page 9) and some data of which you might not be aware.

I've owned an Apple II now for about three years. In the owner's manual they describe something called a "Eurapple" conversion. As I recall, all it involved was shorting together two pads on one of the circuit boards to convert the machine to 50Hz.

The power supply which was standard when I made my purchase is usable with both 110V ac and 220V ac without the need for a voltage transformer.

The Apple, therefore, can be powered either here or there without costly hardware, or even very much effort.

As to the output, well, the Apple is designed to drive a monitor. To enable it to drive a TV set requires the installation of an RF modulator. Mine was about \$45 when I bought it in 1980 (roughly £30 at today's rate). I can't speak as an authority here, but it seems to me that all one would need to drive a

British set is a different value choke.

Obviously, everything I've said applies only to the Apple, and I am speaking from memory — my Apple owner's manual is about six feet from my typewriter and my typewriter is 8,000 miles away! — but I'm reasonably sure that the facts are as I've stated them.

And, given the reputation of the companies that have recently introduced microcomputers at home (eg DEC and IBM), I would be amazed if there weren't others similarly equipped.

So I'd advise looking around a little. It may not be as hard to find a machine that will work both in Europe and America as it at first appears.

Dan Miller,
San Leandro,
California,
USA

DON'T DROP THE ATOM!

Dear Sir,
Until now, *Computer and Video Games* has always had an Acorn Atom program, most of which I have enjoyed, but the December issue did not! Therefore as the owner of an Atom I would like to know whether this is going to be a regular occurrence — replacing "older" computers with the latest ones.

Please remember that many people have older computers and don't want to see them pushed into the background by newer ones.

Before I renew my subscription I would like to have an idea if I am going to be paying for other programs and not have one for my Atom — although I have modified some others for it.

M. Morrison,
Aberdeen,
Scotland.

Editor's reply: As you have noticed, Mr Morrison, the micro market is becoming very crowded. Current limitations on space for program listings in our magazine will mean that a computer will have to be dropped from time to time. However we do plan to continue to support the Atom, with listings, news and reviews.

missile panic



TRAPPED IN THE MAZE OF DEATH THE VENOMOUS MISSILE IS ON YOUR PATH. THERE'S NO HIDING.

A High Speed, Nerve-racking Arcade Game for the Unexpanded VIC. Just £6 inclusive.

ROAD RUNNER

In this remarkable game you must control Eric, the Road Runner, through the "space warp of vehicle molecular," and safely into the gravity space lanes. With ever-increasing levels of play, a super-cool head is needed to conquer this addictive machine code game.

For arcade enthusiasts everywhere.

ONLY £5

ANDROID ATTACK

The Androids of Jupiter (an ever growing race) are on your path in the maze of the lost Isle. They look more menacing as each second passes and will attack without mercy. Run to stay alive.

ONLY £5

SPACE HOPPER

Once there was invaders, then Packmen, now there's Space Hopper. Can you guide your Space Frog through the hustle and bustle of space traffic without being crushed by intergalactic space trains? Can you avoid being shot by hidden laser guns and are you able to hop through the space warp. If you think you can order it today!

ONLY £5

STAR WARS II

Only the Force can save you!!! In this perilous journey through time and space, having conquered the evil empire, you must now follow Luke's steps and destroy as many of Xatar's ships as possible. Your arms are limited and with a short supply of fuel, time is of the essence, only the fit can survive; that is if the Force of Titan is with you!

ONLY £5

NAVAL ATTACK

With stunning Graphic display of mountains, golden beaches and deep blue seas, you are assigned to attack a vehicle convoy. Your on board gun has a quite unique sight which allows you to destroy your target with incredible precision. A totally addictive game that will leave you trembling with excitement.

ONLY £5

SPACE WARS/BATTLE ZONE

Two very exciting, hi-resolution, fast action, two player games that can be played simultaneously; for the price of one. Space wars (like the arcade game) is a typical dog fight. In Battle Zone, a cool, tactical head is needed to outwit your opponent.

ONLY £5

ALL GAMES RUN ON UNEXPANDED VIC

VIC-20 GAMES

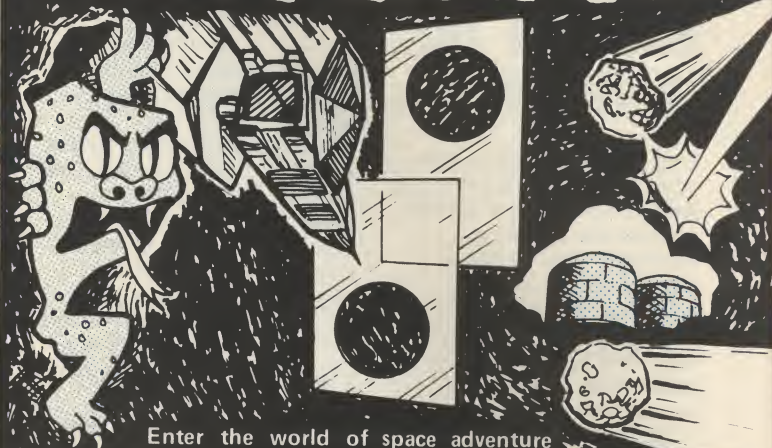
BUY 2-GET 1 FREE



ATARI 400/800(16k)

SENSIBLY PRICED ATARI SOFTWARE NOW AVAILABLE FROM TITAN

CAVERNS



Enter the world of space adventure with this totally addictive, arcade game that will take a long time to outgrow, and one that does not cost the earth.

Navigate your spaceship through rock caverns, past lazer fields, through rock valley and into the unknown. You will have to see it to believe it!! Supplied on cassette with full instructions.

Just
£6
inclusive

MISSION 99



THERE'S TERROR IN THE STREETS, MANHATTAN IS UNDER ATTACK. YOU'RE THE ENEMY, DON'T MISS IT..

Supplied on Cassette with full instructions for the standard T199/4A.

Just
£6
inclusive

GROUND FORCE

Sinclair
ZX Spectrum



ZERO

The Ground Forces have been destroyed so the air attack must begin and you're in control!

A Superb Arcade Game for the 16k or 48k Spectrum

Just
£5
inclusive

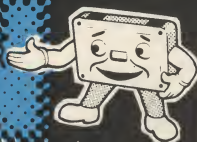
COMING SOON.....

ORIC & JUPITER ACE SOFTWARE

WRITE OR PHONE FOR DETAILS

IMMEDIATE DELIVERY

TITAN
PROGRAMS



THE COMPUTER PALACE, 46 MARKET PLACE, CHIPPENHAM, WILTSHIRE SN15 3HU

Please send me
I enclose cheque/P.O. for
OR Please debit my Access No.
Barclaycard No. Expiry date
Name
Address
Post Code

Dealers Discount Available
ACCESS, BARCLAYCARD ORDERS WELCOME ON 24hr
ANSAPHONE 0249 653824 or mail to:
TITAN PROGRAMS, THE COMPUTER
PALACE, 46 MARKET PLACE,
CHIPPENHAM, WILTSHIRE, SN15 3HU



VISA

CVG 5

CVG5B

Spectrum

NEWS from SPECTRUM

BBC

Now from **SPECTRUM** the outstanding **BBC 'B'** machine plus, Disk Drives & software see ad. opposite for details.

ATARI 800

This proven and tested micro is now **UPGRADED TO 48K RAM** and there's **no increase in price** either which must, make it **about the best value around**. See our ad. for further details.

VISCOUNT DISK DRIVES

Coming soon! a fabulous new range of Disk Drives specially selected by **SPECTRUM** from under **£200** too! suitable for most micros inc. **LYNX**, **COL**, **GENIE**, **DRAGON** etc Ask your local **SPECTRUM** dealer for further details.

NEW SPECTRUM MEMBERS

Check our address page! - there are many new **SPECTRUM** dealers throughout the UK so there's a good chance there'll be a **SPECTRUM** centre near you.

INTRODUCING SPECTRUM FACTS!

Next to many of our offers, you'll find a few lines tagged **SPECTRUM FACTS**. We pride ourselves on providing you, the customer, with a **genuine service** as well as **super LOW prices**, and we want you to know that when you buy from a **SPECTRUM** dealer, you'll get **exactly the right micro** for your needs. **SO LOOK OUT FOR YOUR SPECTRUM FACTS!**

AFTER SALES CARE

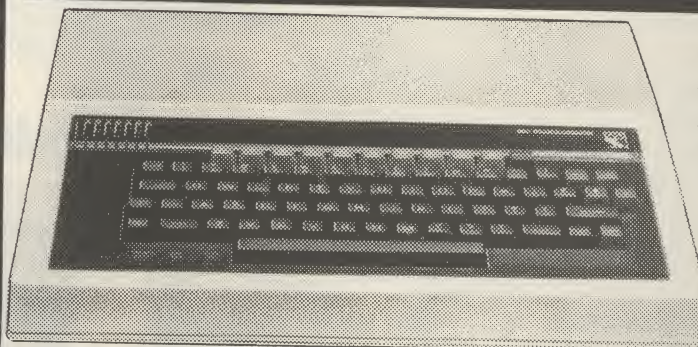
SPECTRUM service centres will ensure that should your machine 'go down' we will get it running again as quickly as possible. We also offer **extended warranties** at reasonable prices too! - ask your **SPECTRUM HOME COMPUTER CENTRE** for full details.

COMPUTER DEALERS

(or prospective Computer dealers!) If you would like to know more about becoming a **SPECTRUM APPOINTED DEALER** on an exclusive area basis, please write to **MIKE STERN, Spectrum (UK) Ltd.**, Burrowfield, Welwyn Garden City, Herts.

Now from your local **Spectrum** dealer - the famous

BBC Model 'B' MICRO



Yes, this **top selling Micro system** is now available from your local **SPECTRUM** dealer - the **BBC Model 'B'** offering **32K RAM** plus a **full back-up of peripherals & software** too! It's an **infinitely expandable machine**, ideal for the **home or business** and is already widely used for **educational purposes** in schools - so the chances are your children may already be **well familiar with its operation**, which must make it the **ideal choice for the home** too! So if you're thinking of buying a micro you **must** take a look at the **BBC** at your local **SPECTRUM** dealer **NOW!** - but just one word of warning, initially stocks will be limited and **demand is bound to be great**, so please 'phone to check the stock position before making a journey.

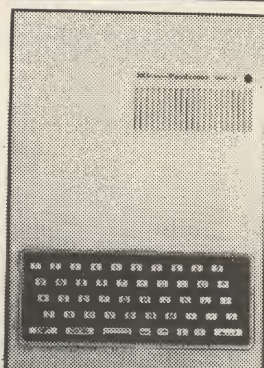
BBC 'B' with Disk Interface	£470.50
BBC Disk Interface Kit	£95.00
BBC Single Disk Drive 100K	£265.00
BBC Dual Disk Drive 800K	£803.85
BBC Tape Recorder	£29.90
BBC Acorn Software Cassette based from	£9.95
BBC Disk based software	£11.50

Spectrum LOW Price

£399.00 INC. VAT

BBC Peripherals & software in short supply - Please telephone before making a journey

MICRO PROFESSOR

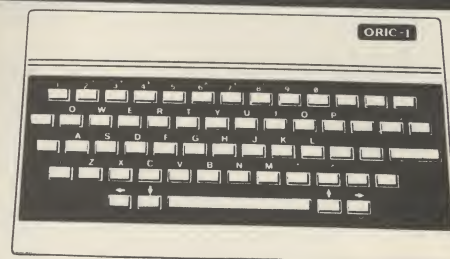


Another **super new machine** from the east - the **superb MICRO PROFESSOR MPF-11**. An **extremely versatile personal computer** with **Apple compatibility** 64K RAM & 16K ROM (includes 12K for BASIC) 6 Colours & full sound and can run on most existing **Apple software**. For **Home, Business, Education or Games use** - it's **unbeatable value!** So if you've always wanted an **Apple** but couldn't afford one take a look at the **MICRO PROFESSOR** at **SPECTRUM NOW!** it's **incredible value for money**.

Spectrum LOW Price **£269.00** Inc. VAT

Optional full size 55 key, keyboard **£36.25**
Joysticks **£14.95**
Wide range of software available

ORIC-1



A superbly designed and engineered micro and great value-for-money from **SPECTRUM**. Offering **48K RAM Colour** - (8 foreground and 8 background can be displayed at same time) **High resolution graphics** User definable Graphics. Full sound (6 octaves of controllable sound) Easy to use keyboard with moving keys. Standard Centronics parallel interface allows easy connection to a wide range of printers etc

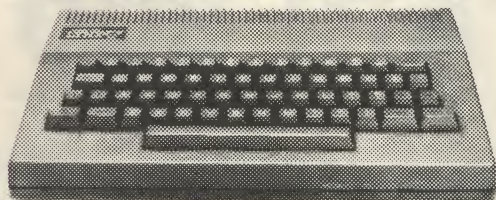
Spectrum LOW Price **£169.95** Inc. VAT

SPECTRUM FACTS

Maximum user RAM 47,870 Bytes
Text screen 28x40
High Resolution 240x240
Cassette Lead Included

The powerful and infinitely expandable

LYNX



Just look at this super new LYNX Micro - an incredible 16K & 32K video ram and that's expandable up to or beyond 96K. For just £225.00 INCLUDING VAT the LYNX is exceptionally versatile. All LYNX's 'add-on' connections are standard types. The high definition colour graphics make it a top value choice for the home or office (with expansion, the LYNX can become an 80 characters-per-line word processor!) Take a look at the LYNX - a memorable bargain from SPECTRUM. But please phone to check stock position before making a journey as this machine is bound to be in great demand.

Spectrum **LOW** Price

£225.00

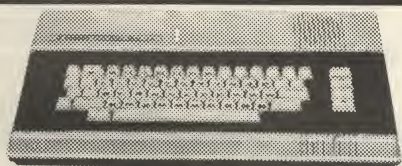
Inc. VAT

VISCOUNT - Teach yourself LYNX BASIC £6.95

SPECTRUM FACTS

Maximum user RAM..... 13,700 Bytes (approx)
Text Screen..... 24x30
High Resolution..... 265x248
Cassette Lead..... Included

COLOUR GENIE



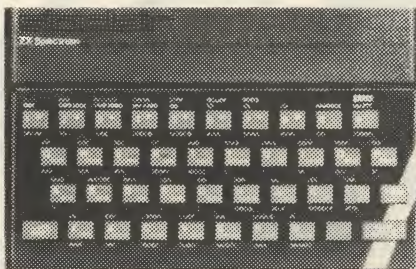
A truly reliable micro and highly recommended by SPECTRUM featuring powerful and sophisticated COLOUR GRAPHICS, allowing you to create full 8-colour Games, Diagrams and charts quickly and simply. Powerful 16KK RAM memory (expandable internally to 32K) for FULL COLOUR video games and POWERFUL COMPUTING with a full range of inexpensive accessories: 16K RAM pack, Joysticks for TV games, Light Pen, Disk Drive and a Printer. The superb Colour Genie is at SPECTRUM now - check it out and see the Genius at work!

Spectrum **LOW** Price **£224.48** Inc. VAT

COLOUR GENIE ACCESSORIES

Joysticks..... £49.49
16K RAM..... £38.50
Printer Interface..... £39.95
VISCOUNT Teach yourself Colour Genie Basic..... £6.95
SPECTRUM FACTS
Maximum user RAM..... 14,200 Bytes (approx)
Text screen..... 24x40
High Resolution..... 160x90
Cassette Lead..... Included

SINCLAIR ZX SPECTRUM



Yes, this top selling micro is now available from Spectrum in both 16K and 48K RAM. So now there's no need to send by Mail Order - just call into your local SPECTRUM dealer and pick one up. But just one word of warning: with this added availability advantage, stocks are bound to sell fast - so make it soon!

SINCLAIR ZX SPECTRUM 16K - £125.00
SINCLAIR ZX SPECTRUM 48K - £175.00

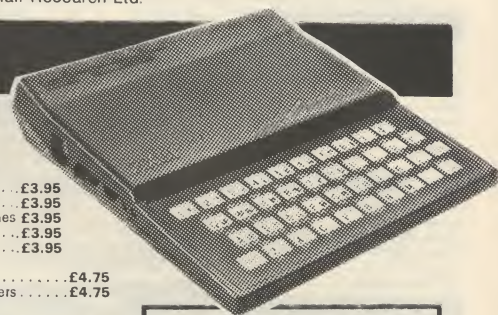
Spectrum Computer Centres have no connection whatsoever with the ZX-Spectrum Computer manufactured by Sinclair Research Ltd.

SINCLAIR ZX-81

SINCLAIR ZX . . . £49.95
16K RAM pack . . . £29.95
ZX Printer . . . £59.95

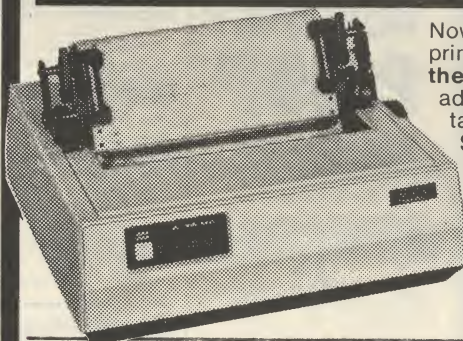
Computer Bookshop INC.
Software for Sinclair VAT
Computers
Bumper 7 1K ZX81.....£5.95
1K Super Trio ZX81.....£7.95
Labyrinth 16K ZX81.....£5.95
Nightmare Park/Music 16K ZX81.....£6.95
Computacalc 16K ZX81.....£7.95
Personal Banking System
16K ZX81.....£11.44
Space Invaders/Rescue
16K ZX81.....£6.95
Breakout 16K ZX81.....£5.95
Mugsy 16K ZX81.....£5.95
Mergatroyds 16K ZX81.....£5.95
Progmerge 16K ZX81.....£5.95
Football Manager 16K ZX81.....£7.95
Cassettes for ZX81 Type-10
6 Games.....£3.95

Junior Education.....£3.95
Business & Household.....£3.95
Skill & Judgement Games.....£3.95
Junior Education.....£3.95
Family Quiz.....£3.95
Type-20
Fantasy Games.....£4.75
Space Raiders & Bombers.....£4.75
Type-30
Super Programs Nos. 1-8.....£4.95
Type-40
Backgammon.....£5.95
Flight Simulation.....£5.95
Type-50
English Literature 1.....£6.95
English Literature 2.....£6.95
Geography.....£6.95
History 1.....£6.95
Maths. 1.....£6.95



ZX-PANDA
16K RAM PACK
ONLY £24.95

OKI MICROLINE Printers

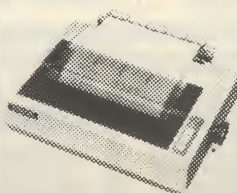


Now from SPECTRUM - this top selling range of printers renowned throughout the world for their quality and reliability. If you're thinking of adding a printer to your micro then you must take a look at the MICROLINE range at SPECTRUM - NOW! they're fantastic value-for-money especially at our SUPER LOW prices

Models Available
MICROLINE MODEL 80
MICROLINE MODEL 82A
MICROLINE MODEL 92

Check with your local SPECTRUM dealer for our SUPER LOW prices.

EPSON



RX-80 and FX Printers now available - check with your local SPECTRUM dealer for details

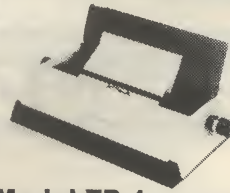
SEIKOSHA



GP-100A

Now a top quality graphic printer at a price you can afford. Centronics interface connects easily with most micros.
Spectrum LOW price **£229.94** Inc. VAT
Cables & Interfaces available for most micros

SMITH CORONA



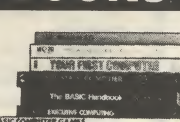
Model TP-1

Microprocessor controlled, high quality daisy wheel printer at a LOW cost from SPECTRUM. Serial, Parallel or IEEE Interface.
Spectrum LOW price **£557.75** Inc. VAT

SELECTION FROM THE COMPUTER BOOKSHOP

30 Hour Basic for the BBC Micro.....£5.95
Let your BBC Micro Teach You to programme.....£6.45
BBC Micro Revealed.....£7.95
Over the Spectrum.....£6.95
60 Games and Applications for the ZX Spectrum.....£4.95
Programming the 6502.....£9.95
Programming your ZX Spectrum.....£6.95
ZAP Pow Boom for the Vic 20.....£7.95
The ZX Spectrum Explained.....£5.95
Vic Innovative Computing.....£6.95
Mastering Machine Code on your Zx81.....£7.50

BOOKS



The ZX Spectrum and how to get the most from it.....£5.95
Easy Programming for the ZX Spectrum.....£5.95
30 Programmes for the BBC Micro.....£4.95
CPM Handbook.....£11.50
Programming the Z80.....£11.95
20 Best Programmes for the ZX Spectrum.....£5.95
Getting acquainted with your Vic 20.....£6.95
Machine code and Better Basic.....£7.50
The Cambridge Colour Collection (Spectrum).....£6.95
Vic Revealed.....£10.00
De RE Atari.....£17.00
ATARI Operating system listing.....£10.43

MORE SPECTRUM LOW PRICES

SPECTRUM

A few examples from our SOFTWARE Selection from independent software houses

THORN EMI	
Software for ATARI	Inc. VAT
Submarine Commander	£34.44
Jumbo Jet Pilot	£34.44
Soccer	£29.84
Kickback	£29.84
Home Financial Management	£19.49
Darts	£19.49
Snooker & Billiards	£19.49
Pool	£19.49
Cribbage & Dominoes	£19.49
Cupute 4 & Reversi	£14.89
Mutant Herd	£24.25
Software for Commodore	
River Rescue	£25.24
Vic Music Composer	£25.24

GEM	
Software for ZX81, Dragon and Spectrum	Inc. VAT
Monster Mine (for ZX81)	£4.95
Monster Mine (for Spectrum)	4.95
Space Mission (for ZX81)	£4.95
Space Mission (for Spectrum)	£4.95
Dragon Golf	£7.95
Dragon Character Generator	£9.95

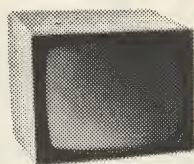
SALAMANDER	
Games for Dragon 32	Inc. VAT
Dragon Trek	£9.95
Wizard War	£7.95
Vulcan 0	£7.95
Games Compendium DI	£7.95
Golf	£7.95

RABBIT	
Software for Commodore VIC20	Inc. VAT
Space Storm	£6.99
Ski Run	£4.99

ACCESSORIES

SANYO Colour Monitor CDD3125N

£228.85



SANYO	
SANYO 12" green monitor	£90.85
Slim 3G Cassette Recorder	£29.95
C12 Cassettes	£0.50
Single sided double density disks (Box of 10)	£21.25
Double sided, double density disks (Box of 10)	£33.81
Disk head cleaner	£16.10

Single part 11" x9 1/2" printer paper, box of 2,000 sheets	£13.05
VIC Accessories from Viscount	
Motherboard without Buffer	£24.95
Motherboard with Buffer	£29.90
16K RAM Pack	£43.95
32K RAM Pack	£66.95
64K RAM Pack	£114.94
Currah ChatterboxVoice Synthesiser	£57.45

Now with
48K
RAM
and still at the same
LOW price!

ATARI 800

Now this proven and tested machine has been upgraded to a massive 48K RAM and its still at the amazing **LOW** price of **£399.99** from SPECTRUM. It's an ideal Home Micro for graphics, educational and personal finance etc. use it and it will take you from learning up to a small business use. You can add printers, program recorders, disk drives and more, to expand your micro as and when you want, to suit your needs. So if you're looking for a top of the line micro you must see the ATARI 800 with 48K at SPECTRUM - NOW!



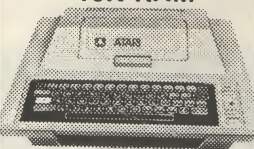
Spectrum **LOW** Price
£399.99
INC.
V.A.T.

SPECTRUM FACTS

Maximum user RAM	37,899 Bytes
Text Screen	24 x 40
High Resolution	320 x 192
Cassette Lead	Needs own Recorder

ATARI 400

16K RAM



NOW ONLY
£159.95
INC. VAT

BASIC cartridge extra
£39.99 inc. VAT
(£34.77 ex. VAT)

SPECTRUM FACTS

Maximum user RAM 13,323 Bytes (with basic Cartridge)

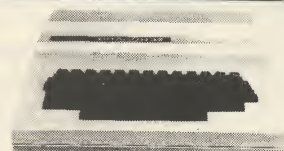
Text Screen	24 x 40
High Resolution	320 x 192
Cassette Lead	Needs own Recorder

ATARI DISK DRIVE
£299.00 INC. VAT

ACCESSORIES, BOOKS & GAMES for ATARI

Accessories	INC VAT	INC VAT
Thermal Printer	£198.95	
16K RAM Pack	£65.00	
400 Keyboard	£59.95	
32K RAM board (400/800)	£75.00	
48K RAM board (400/800)	£99.00	
Paddles (Pair)	£13.99	
Joysticks (Pair)	£13.99	
I/O Cable	£12.99	
Printer Cable	£28.50	
Monitor Cable	£25.00	
Thermal Paper	£4.00	
Pointmaster Joysticks	£14.95	
Quickshot Joysticks	£14.95	
Keyboard for Atari 400	£00.00	
Books & Manuals	No VAT	No VAT
Wiley Manual		
Basic Reference Manual		
DOS. 2 Manual		
Operating System Listing		
DOS. Utilities Listing		
Home Computer Programs - Home/Office	No VAT	No VAT
Word Processor (Disk)	£99.99	
Mortgage & Loan	£14.99	
Microsoft Basic (Diskette)	£59.99	
Home Study (Cassette except where stated)	£19.99	£19.99
INV. to programming 1		
INV. to programming 2		
INV. to programming 3		
Conversational French	£39.99	
Conversational German	£39.99	
Conversational Italian	£39.99	
Conversational Spanish	£39.99	
European Countries & Caps	£14.99	
Hangman	£14.99	
Kingdom	£14.99	
States & Capitals	£14.99	
Touch Typing	£19.99	
Music Composer (Cartridge)	£35.99	
Home Entertainment (Cartridge except where stated)	£29.99	£29.99
Galaxian		
Defender		
Asteroids		
Basketball		
Blackjack (Cassette)		
Caverns of Mars (Disk)		
Centipede		
Computer Chess		
Missile Command		
PAC Man		
Space Invaders		
Star Raiders		
Cribbage & Domino		
European Scenic Jig-saw		
Programming Languages & Aids	£39.99	£39.99
Assembler Editor		
Atari Basic Cartridge		
Macro Assembler (Disk)		
Pilot (Consumer)		
Pilot (Educator)		
Entertainer Kit (Star Raiders Missile Command & Pair Joysticks)		
Programmer Kit (Basic Cartridge & Manuals)		

DRAGON



Spectrum
LOW price **£199.95**

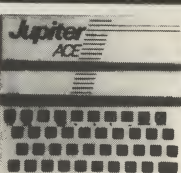
VISCOUNT Teach yourself Dragon Basic. £6.95

Unbelievable value from SPECTRUM! Extensive facilities include highly advanced colour graphics. Powerful standard 32K RAM (expandable to 64K Bytes). 9 Colour x resolution Display. Extended Microsoft colour BASIC (as standard). Advanced sound with 5 octaves - 255 tones.

SPECTRUM FACTS

Maximum user RAM	29,679 Bytes
Text Screen	16x32
High Resolution	256x192
Cassette Lead	Included

JUPITER ACE



SPECTRUM FACTS

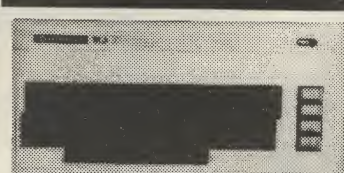
Maximum user RAM 1,000 Bytes approx.

Outstanding value-for-money! The JUPITER ACE uses easy to understand FORTH language. 3K RAM EXPANDABLE to 19K. Full moving keyboard with auto repeat and caps lock. Full sound and chunky graphics.

Spectrum
LOW price **£89.95**

HI-TECH Software for JUPITER	
Memory Stars	£5.99
Cavern Attack	£5.99
Micro Maze	£6.50
Space Battle	£4.50
Ace Invaders	£5.50
Green Cross Frog	£4.80

VIC-20



Now a top quality home/business micro for the price of a games machine

Memory expandable to 32K High resolution (full PET type) graphics 16 Screen colours and 8 border colours Add Disk Drive & Printer for impressive 170K Byte system Can act as an intelligent terminal for a larger computer.

Spectrum
LOW price **£139.90**

COMMODORE 64

Very limited supplies of this new micro now available - please check with your local SPECTRUM dealer before making a journey.

VISCOUNT 64K

RAM PACK FOR VIC-20

Unbelievable but true, now you can grade your VIC-20 from 3.5K to a massive 67 1/2 K RAM. Enables you to load up to 8 games or programs at a time & still select which one you wish to use. Can be used in conjunction with other expansions to increase total memory up to 152K - using the VIC memory expansion board. The SUPER X-2 will make your VIC-20 the biggest little micro in town

Spectrum
LOW price
£114.94

SHARP MZ-80A

FREE!
£75 WORTH
of software
with every MZ80A
purchased

Desktop genius! the all in-one SHARP MZ-80A. Ready to run the moment you get it home. Built in keyboard, CRT, 9 display and cassette data storage with 48K RAM. The BASIC with extra useful additions, offers quite a powerful micro for the home or business. ■ 4k Byte ROM ■ 48k Byte RAM ■ 2k Byte Video RAM ■ ASCII profiled keyboard ■ numeric pad ■ 2 page Video RAM allows screen to be scrolled up or down ■ CP/M available

SPECTRUM FACTS

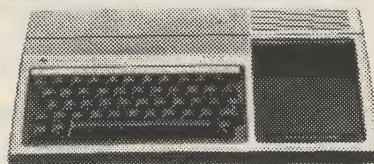
Maximum user RAM..... 32,000 Bytes (apx.)
Text Screen..... 25x40
High Resolution..... Not available
Cassette Lead, Cassette Player Included.

Spectrum
Low Price £546.25
Inc. VAT

Floppy Disks and Accessories for MZ80A

Twin Floppy Disk unit (inc. 1/0 Card, Disk, Cable) £856.75
Twin Disk Unit (only) £678.50
Single Floppy Disk Unit £460.00
Cable for F/D Drive £29.79
Printers and Accessories for MZ80A, MZ80B & MZ80K
80 Col Tractor Feed Printer inc. £477.25
Cable, 1/0 Card & Rom

TEXAS TI99/4A



■ 16K RAM (expandable to 48K) ■ Built-in 14K Byte BASIC interpreter ■ 16 Bit Micro-processor ■ 16 Colour High Resolution graphics ■ Extensive range of solid state software command modules available from games to architectural aids.

Spectrum LOW Price £154.95 INC. VAT

SPECTRUM FACTS
Maximum user RAM..... 14,500 Bytes (approx)
High Resolution..... 256x192
Cassette Lead..... Extra £10.95

TEXAS PERIPHERALS

Speech Synthesizer..... £46.58
Peripheral Exp. System..... £140.30
Disc Cont. Card..... £141.95
Disc Drive..... £269.95
RAM Exp. Card..... £206.50
Matrix printer..... £399.95

There's a Spectrum Centre near you ...

ABERYSTWYTH

AberData at Galloways,
23 Pier St. 0970 615522

ABINGDON

Ivor Fields Computers,
21 Sturt St. 0235 21207

ACCRINGTON

PV Computers, 38A Water St.
0254 36521/32611

ALDERSHOT

David Saunders Computer
Centre, 51 Station Rd.
0252 20130

ALFRETON

Gordon Harwood, 69/71 High
St. 0773 832078

ASHFORD

Ashford Computer Centre,
2 Station Parade, Clarendon Rd.
07842 44955

BANBURY

Computer Plus, 2 Church Lane.
(0295) 55890

BARROW-IN-FURNESS

Barrow Computer Centre,
96 Church St. 0229 38353

BASILDON

Godfrey's, 28-32 East Walk,
Town Centre. 0268 289379

BASINGSTOKE

Fisher's, 2/3 Market Place.
0256 22079

BATH

Software Plus, 12 York St.
0225 61676

BEDFORD

Stanad Ltd., 115 Midland Rd.
0234 49341 (Just Opening)

BELFAST

Arthur Hobson Ltd.,
37 Great Victoria St. 0232 246336

BIRMINGHAM

Sherwoods, Great Western
Arcade. 021 236 7211

BOSTON

Fotosound Computers,
19 Dolphin Lane. 0205 64781

BRADFORD

Photosave, 18 Cheapside,
0274 308598

BRIGHTON

Capricorn, 1 Queens Rd.
0273 29634

BRISTOL

Brensal Computers Ltd.,
24 Park Row. 0272 294187
(Just Opening)

BURY (Lancs.)

Micro-North, 7 Broad St.
Tel. TBA (Opening Soon)

BURY ST. EDMUNDS

Bury Computer Centre,
11 Guildhall St. 0284 705772

CAMBERLEY

Camera Arts (Micro Computer
Division), 36 High St.
(0276) 65848

CAMBRIDGE

KP Ltd., 12a Kings Parade.
0223 68087

CANTERBURY

Kent Micro Systems, Conquest
House, 17 Palace St. 0227 50200

CARDIFF

Randall Cox, 18-22 High St.
Arcade. 0222 31960

CHELMSFORD

Maxton Hayman Ltd.,
5 Broomfield Rd. (0245) 354595

CHESHAM

Reed Photography &
Computers 113 High St.
0494 783373

COVENTRY

Coventry Micro Centre,
33 Far Gosford St. (0203) 58942

CREWE

Microman, 123 Nantwich Rd.
Tel. TBA (Opening Soon)

DARLINGTON

McKenna & Brown,
102 Bondgate. (0325) 59744

DERBY

C T Electronics, at Camera
Thorpe, The Spot. 0332 44760

DUMFRIES

Vennals, 71 English St.
0387 4547

DUNSTABLE

Dormans, 7-11 Broad Walk.
0582 65515

EDGWARE

Breaker 1-4, 130 High Street,
01-952 7488/8860

EDINBURGH

The Silicon Centre, 6-7 Antigua
St. 031 557 4546

EVESHAM

Tecnicare, The Lodge,
Bricklin St., 0386 41484
(Just Opening)

EXMOUTH

Open Channel, 30 The Strand,
03952 4408 (Just Opening)

GLASGOW

Victor Morris Ltd., 340 Argyle
St. 041 221 8958

GLOUCESTER

The Model Shop, 79-81 Northgate
St. (0452) 410693

GRIMSBY

R. C. Johnson Ltd.,
22 Friargate, Riverhead Centre,
0472 42031

GUERNSEY

Gru't's, 3-5 The Pellet,
St. Peters Port. 0481 24682

GUILDFORD

The Model Shop, 23 Swan Lane.
(00772) 0483 39115

HAMILTON

Tom Dickson Computers, 8-12
Cadow St. 0698 283193
(Just Opening)

HARROW

Camera Arts (Micro Computer
Division), 24 St. Ann's Rd.
01-427 5469

HATFIELD

Microworld, 2 Crawford Rd.
(07072) 64137

HEREFORD

Melgray Hi-Tech Ltd, 49 Broad
St. 0432 275737 (Just Opening)

HITCHIN

Camera Arts (Micro Computer
Division), 68A Hermitage Rd.
0462 59285

HULL

The Computer Centre
(Humblyside) Ltd., 26 Anlaby
Road (0482) 26297

ILFORD

Prot Enterprises, 1 Centreway,
(next to Sainsbury's)
High Rd. 01-553 0144

IPSWICH

Brainwave, 24 Crown St.
0473 50965

ISLE OF MAN

T. H. Colebourn Ltd., 57-61
Victoria St., Douglas. 0624 3482
(Just Opening)

JERSEY

Audio & Computer Centre
7 Peter St.,
St. Helier. 0534 74000

KILMARNOCK

Vennals, 49 Foregate
0568 32175

LEEDS

Bass & Bligh, 4 Lower Briggate.
0532 454451

LEICESTER

Youngs, 40-42 Belvoir St.
0533 544774

LITTLEHAMPTON

Alan Chase Ltd., 39 High St.
09064 5674/4545

LIVERPOOL (Aintree)

Hargreaves, 31/37 Warbeck
Moor. 051-525 1782

LONDON E8

McGowan's, 244 Graham Rd.
Hackney. 01-533 0935

LONDON EC2

Devron Computer Centre,
155 Moorgate. 01-638 3339/1830

LONDON SE1

Vic Odden's, 6 London Bdg. Walk
01-403 1988

LONDON SE9

Square Deal, 375 Footscray Rd.,
New Eltham. 01-859 1516

LONDON SE15

Castlehurst Ltd., 152 Rye Lane,
Peckham. 01-639 2205

LONDON SW6

Chelsea Micros Ltd.,
14 Jerden Place. 01-385 8494

LONDON N1

ASP Micro Systems, 185 Upper
St. Islington. 01-359 9095

LONDON N.20

Castlehurst Ltd., 1291 High Rd.
01-446 2280

LONDON NW9

Moviescope, 459 Kingsbury Rd.,
London NW9. 01-204 8352

LONDON W1

Devron, 4 Edgware Road.
01-724 2373

LONDON W1

Computers of Wigmore Street,
87 Wigmore St. 01-486 0373

LONDON W3

Colormatic Computers, 44
High St., Acton. 01-892 7611

LONDON W11

Electrolisure, 120 Notting Hill
Gate. 01-221 7029

LOUGHTON

Micro & Movie Channel
309 High Rd.
01-508 1216

LOWESTOFT

John Wells, 44 London Rd.
North. 0502 3742

LUTON

Terry-More, 49 George St.,
0582 23391/2

MACCLESFIELD

Camera & Computer Centre,
118 Mill St. 0625 27468

MANCHESTER

Lomax Ltd., 8 Exchange St.,
St. Ann's Sq. 061 832 6167

MANCHESTER GTR.

Mr. Micro Ltd., 69 Partington
Lane, Swinton. 061 7282282
open Thurs.-Fri.-Sat. till 8 p.m.

MANCHESTER GTR.

PASE, 213-215 Market St., Hyde.
061-366 5935 Telex: 665845

MANCHESTER GTR.

Wilding Ltd., 23 Deansgate,
Bolton. 0204 33512

MIDDLESBROUGH

McKenna & Brown,
190 Linthorpe Rd. 0642 248345

NEWCASTLE-ON-TYNE

Newcastle Camera
& Computer Mart, 16 North-
umberland Ct. 0632 327461

NEW MALDEN

Surrey Micro Systems,
31 High St. 01-942 0478

NEWPORT (Gwent)

Randall Cox, 118 Commercial
St. 0633 67378

NORTHAMPTON

Basic Computers & Systems
Ltd., 72 Kingsthorpe Hollow,
0604 710740

NORTHWICH

Camera & Computer Centre,
3 Town Sq. (0606) 45629

NORWICH

Sound Marketing,
52 St. Benedicts St. 0603 667725

NOTTINGHAM

Cameo Computers, 8/9/10
Trinity Walk. 0602 42912

NOTTINGHAM

Basic
39-41 Trent Boulevard,
West Bridgeford 0602 819713

OLDHAM

Home & Business Computers
Ltd., 54 Yorkshire St.,
061-633 1608

PAIGNTON

Devon Computers, 81 Upper
Manor Rd. (0803) 526303

PEMBROKE

Randall Cox, 19 Main St.,
064 668 2876

PETERBOROUGH

Peterborough Communications
91 Midland Rd.
0733 41007

PETERHEAD

North East Computers
1-3 Ellis St. 0779 79900

PORTSMOUTH

Computer Corner, 261
Commercial Rd. 0705 833938
(Opening Soon)

PORTSMOUTH

Waterlooville
GB Microland, 7 Queens Prde.
07014 59911 (Just Opening)

PORT TALBOT

Micro Gen, 6 Royal Buildings,
Talbot Road, 0639 887730
(Just Opening)

PRESTON

Wilding's, 49 Fishergate.
0772 556250

READING

David Saunders Computer
Centre, 8 Yield Hall Pice.
0734 580719

ROTHERHAM

Kenneth Whitehead,
2 Market St. 0709 62594

RUGBY

The Rugby Micro Centre,
9-11 Regent St. 0788 70522

SEVENOAKS

Ernest Fielder Computers,
Dorset St. 0732 456800

SHEFFIELD

Superior Systems Ltd.,
178 West St. 0742 755005

SOUTHAMPTON

R. J. Parker & Son Ltd.,
11 Portsmouth Rd., Woolston,
Southampton. 0703 434137/8

SOUTHPORT

Central Computers,
575 Lord St. 0704 31881

STAFFORD

Computerama, 59 Forgate St.
(0785) 41889

GAMES NEWS

NOW YOUNG
BLADES
GO FOR IT!

SWORDFIGHT

In days of old when men were bold and problem pages hadn't been invented, men fought to the death for the hand of a fair lady.

Romantic Spectrum owners can now battle it out for the favours of the belle of the local computer club with this latest sword fighting simulation.

The game is for two players at the same time using the left and right hand sides of the keyboard.

Comprehensive sword controls enable you to parry, cut, thrust, and move left or right.

When a fight is over — one of the players will either have died or surrendered — the program gives you an action replay to show the vanquished cavalier where he went wrong.

The dual is fought over a limited time. If nobody is killed in this period the match is drawn.

Swordfight at Midnight runs on Sinclair Spectrum in 16 or 48K and costs £4.95 from Firefly Software plus 35 postage.

Firefly is a new software house set up by four sixth-formers from Foxley Lane, Binfield, Berkshire.

AUTOMATA'S
GREATEST
1K HITS!

BEST TASTE

Best Possible Taste is the latest release from the authors of Pimania — the game with the £6,000 prize.

It is a compilation of some of Automata's best known 1K ZX81 games featuring classics like Noah's Ark, Lies, Reagan, Merry Xmas, Royal Flash.

Thirty games in total are featured on this cassette, all for £5.

Pimania fans will also be pleased to learn that a sequel is currently under development.

The prize will be a trip to America for two and a meeting with a mystery Hollywood star whose name is hidden some-



where in the game. The person who discovers the identity of the mystery star will be the lucky winner.

Curiously titled My Name is Uncle Groucho, You Win a Fat Cigar, the game will be available towards the end of May.

YOU'LL GO
APE OVER
KONG . . .

CRAZY KONG

Cripes! The gorilla's got my goil! What am I gonna do now? He's taken her to the top of the steel fortress!

Pull yourself together you chicken-hearted carpenter. Put down your tools and get up there and rescue your sweetheart!

This little domestic tale is familiar to all arcadesters and a few pubsters too now it can now be witnessed on the screen of your Vic-20.

This latest game from Interceptor Micros takes some of the action from the three screen arcade version of Donkey Kong and puts it all together in a one screen compilation.

Crazy Kong comes complete in a video film style cassette holder and is available from the Hampshire-based firm at £6.

Also new from Interceptor this month is a shoot 'em up space game with a weird and wonderful assortment of aliens called Fantazia, also available at £6.

ATTACK OF
THE MUTANT
WHAT?

CAMELS

This year's prize for the computer game with the zaniest name has got to go to Llamasoft's new Commodore 64 game Attack of the Mutant Camels.

Cunning aliens, having observed the disastrous attempts of fleets of spaceships to invade Earth, have hatched a more devious plot.

Those normally docile desert beasts, — camels, have been transformed by genetic engineering into 90 foot high, laser spitting, neutronium shielded Death Camels.

Your mission is to rid the desert of these mutants before they build up sufficient numbers to take over the world.

You are armed with a powerful cannon and the long range scanners show you the whereabouts of the camels.

Despite your heavy fire-power you will have to score several direct hits on the camels neutronium shields before they are immobilised. Once this has been achieved you can move in for the kill.

But you'd better be quick, for if any of the camels manage to march to the extreme right of your scanner Earth base will blow your ship to bits by remote control. Failure is punished by death.

Your ship has considerable manoeuvrability which you will need to utilise to the full in order to dodge the camels laser fire and "nasty" bombs.

Attack of the Mutant Camels is available from the Basingstoke-based firm at £8.50. Camels is one of a range of Llamasoft games for the Commodore 64.

FAST FOOD
FOR HUNGRY
MAZE FANS

GOBBLERS

If you are hungry for a new Atari game then Gobblers and Goblins may be just the game to satisfy your appetite.

Bananas, cherries, hamburgers and milk-shakes are all presented for consumption by your little gobbler, controlled with a joystick.

A constantly changing maze is created by the appearance of the goblins whom you must avoid at all costs.

If you inadvertently eat one of these goblins you will drop dead on the spot and an ambulance will appear to carry you off screen.

Gobblers and Goblins is the latest game from Allrian software of Hayes.

It runs on the Atari 400 and 800 in 16k and is available from the Middlesex-based firm at £15.50 for cassette, and £18.95 on disc.



NEW PRODUCTS NEW PRODUCTS NEW PRODUCTS NEW GAMES NEWS

STICKING WITH THE WINNERS

QIX

Atari are continuing their policy of launching tried and tested arcade games for the 400 and 800 machines. This month's releases include copies of the two hit games QIX and Donkey Kong.

Donkey Kong with the crazy gorilla, blond starlet, and Mad Mario the carpenter needs no introduction to arcadesters.

Slightly less well known but no less a good game for it is QIX, which was first featured at C&VG's Arcade Champ of the Year last summer. The idea of the game is to capture as much space as possible by drawing shapes on the screen.

Press the fire button to draw and move your marker around the screen avoiding the QIX — a large spark.

When you have filled in 75% of the screen you can move on to the next one or, for really high scores, you can fill in up to 90%. These games are available from your Atari dealer at £29.95.

Other new cartridges for the Atari computers are about to be launched by the English Software Company.

These will be available in May and will feature a new version of Airstrike — the scrolling shoot-out. Airstrike 11 and Venus Voyager are being manufactured in the U.S., although the programming was completed in the U.K. The games will be available in May but no information on price is yet available.

THINGS THAT GO BUMP IN THE MAZE!

MONSTERS

Ghouls, monsters, vampires and a Mad Monk are all featured in this latest Hitchcock style game for the Sinclair Spectrum.

Incorporating some elements of the arcade game Dig-Dug the game challenges you to escape from a maze of corridors and

connecting step ladders and adds some original twists of its own.

You are armed with a magic hammer which enables you to dig holes in the corridors for the monsters that are in hot pursuit to fall into.

Just to give this version its own original twist the monsters are vampire monsters and the setting is hell with the flames burning away beneath you.

You are also only allowed a limited amount of holy power so you have to use your hammer sparingly. Watch out for the Mad Monk and his Ghouls — they are also out to get you.

Monsters in Hell runs on the Sinclair Spectrum in 16 or 48K and is available from London-based Softek at £5.95.

Also new from Softek this month is a version of the popular arcade game Centipede and a deep space shoot 'em up game called Firebirds. These are also available at £5.95 from Softek.

GET YOUR TEETH INTO THIS ONE!

MOLAR MAUL

If you think that using your TV set to play computer games provides an escape from those toothpaste advertisements that keep reminding you of your dental appointment then Molar Maul will put an end to all that!

This new game allows you to take part in the fight against the DK's who are trying to destroy your teeth.

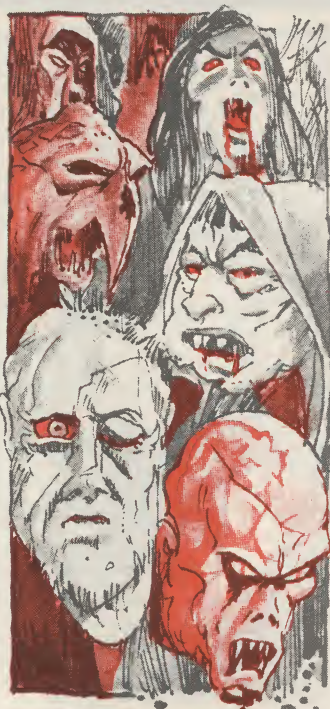
The tooth wreckers come in the apparently harmless guise of Jelly Babies and toffees but, as every dentist will tell you, they can do irreparable damage to your gnashers.

To fight the good fight you are armed with a toothbrush and a tube of Imagico toothpaste.

Move the brush around the mouth which is displayed on the screen using your keyboard controls. Every so often you will need to go to the tube of toothpaste to recharge your brush.

It becomes increasingly difficult to brush away the DK's as the game gets faster and faster.

Molar Maul runs on a Sinclair



Spectrum in 16 or 48k and is the latest release from Imagine Software of Liverpool.

Also new from Imagine this month is a Vic game called Frantic. You are a robot on a mission to mine the precious mineral hidden at the bottom of a deep trench. Your jet pack enables you to fly through the obstacles that will confront such as attacking aliens and uncertain terrain.

Imagine games are available from the Liverpool based firm at £5.50.

FLIGHT OF FANCY IN THE STARS

STARSHIP

Starship Command adds a number of extra flight controls for your Starship as you hurtle through space zapping the aliens.

Your ship can accelerate, decelerate, rotate and fire torpedoes. There is a shield which you can activate to protect your ship from enemy fire and two escape capsules either of which can be launched before your energy banks are drained empty.

On the right of your screen your long and short range scanners show the whereabouts of the alien ships.

Just like Atari Star Raiders you have only a limited amount of fuel to complete your mission and this is eroded each time you fire torpedoes, accelerate to decelerate, use your shields or sustain a direct hit from an alien ship.

At the end of your mission you get an assessment from the Starship Commanders and depending on your performance you will be given another more difficult mission to carry out.

Starship Command runs on the BBC model B and costs £9.95 inclusive from Acornsoft of Cambridge.

Also new from Acornsoft this month is a snooker simulation game which lets you become Steve Davis for an afternoon.

The length of the cue you select determines the strength of the shot. You can also instruct the computer to use backspin, topspin for those special trick shots.

Normal snooker rules apply including foul shots and snookers. The only thing this snooker game lacks is a £10,000 jackpot! Snooker runs on a model B at £9.95 inclusive.

CLASSICS FOR THE ORIC OWNER...

AWARI

Two classic games have found their way on to an Oric format to start off the software libraries for owners of this new computer.

Awari, the African pebble game, is reproduced on cassette for £5.50 and Othello should also prove popular at £6.50.

The tapes come from a new software house, run by the Tangerine User Group's Bob Green. It is called Kenema Associates Limited and is based at Worle in Avon.

Two other cassettes are also being released by Kenema for Oric owners: Keytrainer is aimed at giving 6-12 year olds a familiarity with the machine's keyboard, while the Character Design Aid enabling beginners to make good use of the Oric's user definable graphics facility. Both these cassettes cost £5.50 each.

NEW PRODUCTS NEW PRODUCTS NEW PRODUCT GAMESNEWS

OUT COME THE FISHY FREAKS!

SEVEN SEAS

Thorn EMI's latest game has a conservation theme — it contains a warning about the dangers of dumping toxic nuclear waste in the sea.

The guaranteed "safe" canisters have started leaking radioactive substances into the ocean currents.

The creatures of the deep have been transformed into crazed mutant monsters out to take revenge on mankind.

As the captain of a submarine your task is to journey to the bottom of the sea and collect the canisters. Then you have to transport them back to the surface for processing.

But watch out for giant octopi who are hooked on the stuff in the canisters!

Save the Seven Seas runs on the Atari 400 and 800 and is in the shops now.

Also new for the Atari are a sports simulation game called a Major League Hockey and Orc Attack.

The latter game which challenges you to repel an attack of ferocious Orcs who are attempting to storm your castle.

T199/4a owners have also been included in Thorn's spring releases with compatible versions of their TV advertised games, Submarine Commander and River Rescue.

New games for the Vic-20 include Mutant Herd in which you must find and destroy mutant eggs which are hatching into giant man-eating insects.

Dodge falling rocks and avoid the insects as you lay your explosive charges to destroy this threat to mankind.

Fourth Encounter — the second of the Vic-20 releases is a classic shoot 'em up space attack game.

You and your laser base against the aliens. The rest is history.

Thorn EMI cartridges will be in the shops in May and will sell at around £30.



THE FLYING FORTRESS COMES HOME!

ZAXXON

Zaxxon is widely regarded as representing the "state of the art" in graphics for 3D games.

The blue fortress with its ground-to-air missiles and high flying jet fighter needs no introduction to arcadesters.

It's a superb sight — that Zaxxon screen, with missiles blasting up at you from the fortress floor as you zap over walls and electric defences, judging your height by your shadow.

The game was first converted for the home by Colecovision for use on their video games centre which is shortly to go on sale in the UK.

The good news for home computer owners is that the game has now been converted for the Atari 400 and 800.

The game requires ?K and is available from Calisto Computers of Birmingham at £29.99 on disc or cassette.

Also new from Calisto this month is Astro Chase, the new game from Fernando Herrera — the award winning ex-Atari games writer.

The game challenges you to defend the Earth from an invasion of aliens who have thrown a force field around our galaxy. Once they have launched their attack vessels the chase is on.

Astro Chase also runs on the Atari 400 and 800 in ?K and comes on disc or cassette at £26.50.

TAKE TO THE AIR FOR A TUTORIAL

MAP OF UK

Map of UK gives a new meaning to crash courses in geography. It's a game with a strong educational bias for Spectrum owners.

The cassette provides a large scale map of all the United Kingdom plus Eire. The action takes place in an addictive hot-air balloon game, search for a named place, work out the distance between two places, display latitude and longitude and it is also possible to remove names from the map to play "guess the place".

The game comes from Kuma Computers of Maidenhead.

It costs £11.95 and should make geography a lot more fun for those who can follow a course without crashing.

ROOMS OF DOOM FOR ADVENTURERS

TOMBS OF KARNAK

There are fifty rooms to be explored if the intrepid Sharp MZ-80K owner is to find his way around the Tombs of Karnak.

This is a classic adventure game where you have to overcome challenges and evil characters in fifty different locations.

The game is available from Solo Software of St Johns in Worcester. It runs on the Sharp MZ-80K and MZ-80 and is available at £7.95.

ENTER THE WORLD OF THE CRYSTAL

DARK CRYSTAL

The lost shard of the crystal is the key to a new graphic adventure game based on the new film, The Dark Crystal.

The flawed crystal is being used by ten evil creatures, the Skeksis, to pervert the way the world is run.

They are opposed by 10 gentle creatures, the Mystics, forces for good on the planet.

An ancient prophecy foretells that the Skeksis rule will be broken by Gelfling hand and the crystal made new again. So the Gelflings were wiped out by the Skeksis' deadly agents many years before and only two, Jen and Kira, survive to make the prophecy come true.

The game is produced in America by Sierra On-line and features some marvellous graphic screens.

In the UK, Apple and Atari versions are being distributed by South-London based SBD Software. A Commodore 64 version is also expected to be released over here shortly. The game comes on disc and although prices have yet to be confirmed, it is expected to sell for around £20.

We are running a Dark Crystal graphics competition on page 24.

SOLO SOFTWARE

SHARP
MZ-80K and
MZ-80A
**ADVENTURE
SERIES**

Tombs of Karnak



**£9.95
each**

Dragon Caves



Encounter



SOLO SOFTWARE

**SHARP
SOFTWARE**

Send NOW for our
extensive catalogue

GAMES
Tombs of Karnak Frogger Nightmare Park Midas Headache Scoop
Chess Club Golf Super Biorhythm Anthill Raider Snaker Inca Gold
Master Builder Chock-a-Block Polaris Fighter Command Fire!!!
Aladdin's Cave Gold Miner Kentucky Derby Up Yours Alien Attack
Laser Blazer Ace Racer Giant Slalom Mountain Rescue Encounter
Fisherman Fred Space Chase Five-a-side Tracker Startrek 3D
Van-man Global War Domination Cyfax Apocalypse Attack-a-Tank
Super-mouse Three Card Brag Minefield Safe-Cracker and many more

EDUCATIONAL & BUSINESS
Rocket Giant Maths Super Signwriter Multi-linguist Clubman
Basic Tutorial Database Filer Bas Mod Word Processor Club-sub
Front Panel Sales/Purchase Analysis Club-stat Busi-calc and others

SOLO SOFTWARE
192 Malvern Road
St. John's
Worcester
Tel. (0905) 424152

DON'T MISS THIS INCREDIBLE OFFER!

50 GAMES £9.95!

CASSETTE 50 FOR YOUR MICRO



50 games
CASSETTE 50
only £9.95
inc. V.A.T. & Post & Packaging

GALACTIC ATTACK
SPACE MISSION
LUNAR LANDER
PLASMA BOLT
STARTREK
RADAR LANDING
ATTACKER
GALACTIC DOGFIGHT
ZION ATTACK
IVASIVE ACTION
OXO
BOGGLES
PONTOON
SKI JUMP
HANGMAN
OLD BONES
THIN ICE

MAZE EATER
ORBITTER
MOTORWAY
FORCE FIELD
NIM
TUNNEL ESCAPE
BARREL JUMP
CANNONBALL BATTLE
OVERTAKE
SITTING TARGET
SMASH THE WINDOWS
SPACE SHIP
JET FLIGHT
PHASER
INTRUDER
INFERNO
GHOSTS

SUBMARINES
ROCKET LAUNCH
PLANETS
BLACK HOLE
DYNAMITE
DO YOUR SUMS
DERBY DASH
SPACE SEARCH
UNIVERSE
RATS
TANKER
PARACHUTE
JETMOBILE
HIGH RISE
THE FORCE
EXCHANGE



**CASCADE
SOFTWARE**

ORDER NOW

NOW AVAILABLE FOR

SINCLAIR
SPECTRUM
ZX81 30 games 1K
20 games 16K
LYNX
DRAGON
ATARI
apple (ON DISC & CASSETTE)

VIC-20
ACORN
ATOM
ORIC-1
SHARP
NEW BRAIN
BBC A/B

CASCADE SOFTWARE
CASCADES HOUSE
BARGAN'S LANE
LLANDOGO
GWENT
S.WALES NP54PA

DIRECT MAIL ORDER FORM

CASCADE SOFTWARE
SUPPLY CASSETTE 50 FOR
I enclose cheque/P.O.
Name
Address

COMPUTER

only £9.95
inc. V.A.T. & Post & Packaging

MINIMUM SIZE COMPUTER REQUIRED ONLY

TV GAMES CENTRES TV GAMES CENTRES TV GAMES C VIDEO SCORE

HOT TIME IN THE OLD CASTLE

DRAGONFIRE

Following Imagic's successful Riddle of the Sphinx Adventure game for the Intellivision machine, which had a clutch of cartridges as a prize for the most intrepid explorer, the American firm has just launched a second Intel Adventure.

Dragonfire turns you into a Prince who has been given the task of ridding the kingdom of the dragons who have taken over the castle. Then you must restore the rightful king to the throne.

In order to do this you must first get inside the castle. Using the joystick controller direct the Prince across the bridge, dodging fireballs and the arrows from an archer positioned high on the castle turrets.

Once inside, head for the treasure room to recapture the king's riches.

Now the battle gets tough. You will have to fight it out with a dragon which has varying strength — depending on which difficulty level you select.

Treasure recovered, the Prince must then cross another bridge and face a tougher dragon. Points are awarded for each item of treasure recaptured.

Dragonfire can be played by one or two players and is available from most Intellivision stockists now at £31.45.

Two other new games for the Intellivision feature a version of Donkey Kong called Beauty and the Beast.

Instead of mad Mario and the gorilla this game introduces Horrible Hank, Tiny Mabel, and Bashful Burford.

You play the part of Burford, who is trying to rescue his girlfriend Mabel, from Horrible Hank who has chased her to the top of a sky scraper.

Also new in the shops is the Intel version of the hit Imagic game Demon Attack.

Demon Attack and Beauty and the Beast are available now from your Intellivision stockist at £31.45.



LOOK FOR THE GROND

VANGUARD

Atari's Vanguard is the most original release from the leading video games firm for some time.

This game incorporates several challenging screens.

Like most new games there is a complex story line. You are challenged to fight your way through to the fortress of the evil Grond and destroy him. Not that any of this has anything much to do with the real enjoyment of this game — dodging, and blasting.

The first screen challenges you to shoot your way through a scrolling tunnel. The aliens are coming thick and fast and you will need to utilise your ship's ability to shoot forwards, backwards and up and down to full in order to shoot down enough of them to get through to the next screen.

Screen two provides an interesting twist as you are now scrolling downwards instead of forwards. Your adversaries at

this stage are cute ping-pong ball type characters which bounce across the screen and edge slowly down towards you.

A couple of screens further and the aliens are tracking you up screen.

When you are finally approaching the Gronds fortress you are pursued by serpents and snakes that can immobilise you with poisonous bites.

Vanguard has a useful game play feature which allows you to start your next game where you left off if you press for a repeat game before the indicator reaches zero.

The game play is so fast and furious that Vanguard is guaranteed to give you joystick blisters.

The game also incorporates excellent use of the VCS's colour capabilities. Vanguard will be in the shops in May at £9.95.

BOMBERS GO OFF WITH A BANG!

ASSAULT, ASTROWAR, SPACE ROBOT

One other new VCS manufacturer launching into the UK market for the first time VIA Pancom did not meet with quite as favourable a reaction from our resident Atari expert.

Astrowar from Dimax is a scrolling shoot out which, graphics wise, gives a new meaning to the word basic.

You are challenged to shoot down a belt of meteors that are bombarding your ship. Larger rocks split up making for more difficult targets.

Dotted in and around the meteors are a few sneaking aliens moving at greater speed than the rocks. These must be eliminated at all costs. If they slip past you you are dead.

Slightly more original though still not in the super-game class was Space Robot, also from Dimax.

Not a Berzerk-type game as the title might suggest but a shoot 'em up style game incorporating some of the best elements of Missile Command.

The robots are attacking in threes marching down the screen in neat rows.

You control a gun sight with your joystick which you must position at the centre of a robot. Press the fire button to position a laser blast on the chosen robot.

Assault, Astrowar, and Space Robot are all available at £1.95 from Pancom of Grimsby in compatible PAL format.

The Bomb has dropped! This new games company is launching a major assault on your Atari VCS and has attacked the UK market with a new game called Assault.

This challenges you to blast wave after wave of aliens with your laser base and it owes a lot to the successful Imagic game, Demon Attack.

The screen displays a mother ship which is moving back and forth across the screen — constantly — just out of range of your laser fire.

In order to get a potshot at the mother ship you will have to first shoot your way through several waves of aliens.

One of the most enjoyable aspects of Assault, and certainly that which gives it its main claim to originality, is the ability to fire left and right as well as up screen. You will need this facility as certain of the aliens drop Grabbers which dart across the bottom of the screen towards your laser base. Deft joystick control and a quick finger on the fire button are required to survive this wave.

- 1 Pacman
- 2 Frogger
- 3 Defender
- 4 Space Invaders
- 5 Demon Attack
- 6 Demon Attack
- 7 Starmaster
- 8 Pitfall
- 9 Star Raiders
- 10 Empire Strikes Back

Atari VCS
Atari VCS
Atari VCS
Atari VCS
Imagic Atari VCS
Imagic Intellivision
Atari VCS
Atari VCS
Atari VCS
Atari VCS

Atari
Parker
Atari
Atari
Imagic
Imagic
Activision
Activision
Atari
Parker

CENTRES TV GAMES CENTRES TV GAMES CENTRES VIDEO SCREEN

SWINGING TIME IN THE JUNGLE

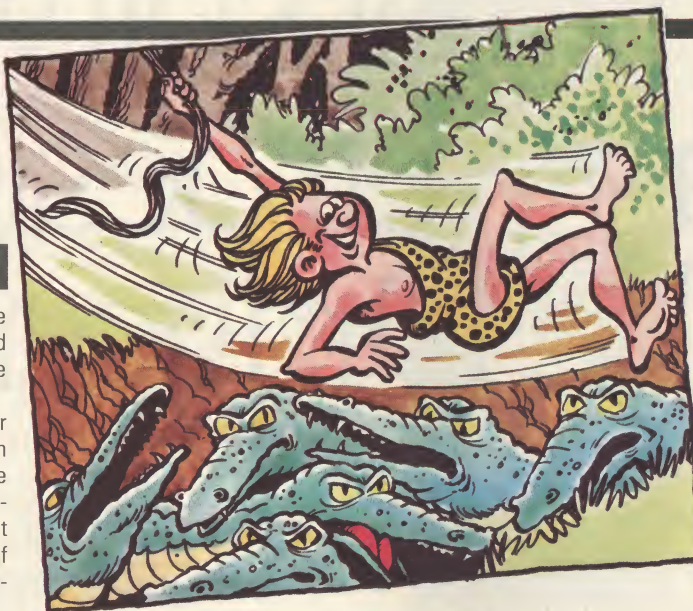
PITFALL, STAMPEDE

Something is stirring in the jungle — and it's not just the wild beasts. It's Pitfall Harry, the latest video hero.

Harry is the central character of a new game from Activision for the Mattel Intellivision home video system. It features the outstanding audio-visual effects that have become the trademark of the game's creator, award-winner David Crane.

Harry travels through dense jungle and underground passageways in search of gold and silver bars, money bags and diamond rings. Along the way he encounters bottomless tar-pits, deadly snakes, scorpions, fires, crocodile infested lagoons and rolling logs. Pretty tough huh? All this adds up to an exciting and original game.

Activision's second release for the Intellivision is Stampede — a



game mentioned within the pages of *C&VG* frequently during past issues. Activision say that this is one of their most popular games — it was created originally for the Atari VCS and introduced in 1982.

The theme is the good old Wild West and you are out rounding up stray cattle — which just happen to be rushing around in a panic stricken state.

You have to direct both horse

and rider as you attempt to lasso the stampeding steers. Points pile up as you rope the devious little dogies. Bob Whitehead, who designed Stampede, is also the creator of that other popular game Chopper Command which took the USA by storm.

Pitfall and Stampede should be at your local Activision stockist right now. Pitfall will set you back around £29 and Stampede is slightly cheaper at around £25.

HYBRID FOR VIDEO AND MICRO-FANS

CREATAVISION

If you can't decide whether to buy a computer or a video games system then the new Creatavision may be the solution you are looking for.

Best described as a cross between the two machines, Creatavision will go on sale in April with a range of twenty video games cartridges.

But the machine can do more than just play games as it incorporates a 16K fully programmable computer with a keyboard. The package comes complete with its own Basic cartridge and retails at £99.00.

The computer is fully expandible and all the usual peripherals will be produced later in the year. A compatible cassette recorder, disc drive, printer interface, and expansion cartridges up to 64K are all on the way.

Creatavision are hoping to enlist some of the independent software houses in the UK to write games for their machine. As this will take some time to organise there is likely to be a shortage of the cheaper cassette based software for this machine, than for the cheaper machines, like the Spectrum and Oric.

Cartridges for the Creatavision will range in price from £19 to £25 and include educational and business orientated subjects as well as a range of arcade-style titles.

PRETTY TOUGH OR JUST PRETTY?

Demon Attack and Phoenix give a new meaning to the phrase "pretty tough". Both are shoot 'em up space games — and both are competing for sales in the lucrative Atari VCS market.

The similarities in game format and design have led to a legal battle in the US between Imagic, the manufacturers of Demon Attack, and Atari, the owners of the Phoenix copyright.

Demon Attack has been on sale for nearly twelve months now and was voted top video game of the year at the January Consumer Electronics Fair in Las Vegas — having out sold every other video game in the U.S. last year.

Computer and Video Games' resident VCS expert plugged in both games to see which one gave the toughest fight. First up on the screen was the brand new Atari cartridge Phoenix.

The first two screens were wiped out in seconds as they attacked at an insultingly slow

DEMON ATTACK Vs PHOENIX

pace — like drunken space invaders out of formation.

After the formality of dismissing these first two screens I was pleased to discover a tougher breed of alien on the third screen. These bird-like creatures were quick and elusive, showering me with heavy missile fire.

Tough as these aliens are they are not as tough as their counterparts in Demon Attack and the only real test for the seasoned video gamer comes on the fifth screen when you get to the Phoenix home base.

Now this is impressive and a reasonable simulation of the arcade game's exciting climax. Using skilful movement of the joystick you have to dodge in and lob a missile into the Phoenix fortress whilst dodging their heavy fire.

It may take several hits to erode the aliens' defences be-

fore you can get a clear shot at the centre of the Phoenix.

All the time the great bird-like hulk is edging down the screen towards your laser base.

Demon Attack was plugged in with a measure of excitement and slight concern. It was six weeks since I'd played the game and during that time I hadn't been late for work, missed an appointment, or turned up two hours late for dinner once!

The game is pure addiction. You just have to have one more go. Got to see one more screen of different aliens.

The main reason for Demon Attack's enormous success, apart from the tough game play is due to the exceptional graphics.

They are detailed bird-like creatures, some of which fire long snaking beams of laser fire.

Phoenix is pretty tough but for my money Demon Attack is tougher and prettier.



At last. A range of software that's as well designed as the Dragon 32.

Six months ago, most computer users thought a Dragon was something out of an adventure game.

How times change. Nowadays, it's almost impossible to pick up a computer magazine without reading some new tribute to the Dragon 32.

THE FIRST FAMILY COMPUTER

We called it the first family computer. And we believe that much of its success derives from the fact that it has been superbly designed for the job it has to do.

Design that incorporates 32K RAM of memory at a real value-for-money price level.

Design that utilises the advanced 6809E microprocessor.

Plus a range of features that help make the world of computers accessible to first-time users. Like colour drawings. 5 octaves of music.

And plenty of power and versatility to keep up the interest as your experience increases.

SOFTWARE TO MATCH

Designing a range of software that does justice to the Dragon was a task we approached with as much care as designing the computer itself.

The results are now available - games, educational programs, hints on programming - conceived by some of the best software houses in the world, to help users get even more out of their machines.





Graphic Animator. A cassette that makes use of the Dragon's ability to draw on the screen. It shows you how to create simple cartoons - then bring them to life.



Personal Finance. This cassette allows you to keep track of all the family's finances, from bills to bank statements.



Ghost Attack. On cartridge. You're in a maze, and you must find your way out. But you're not alone - you're pursued by ghosts!



Chess. A great partner to play against again and again - with one major drawback. It's very hard to beat. Test yourself against nine different levels. On cartridge.



Typing Tutor. Only a keyboard as sophisticated as the Dragon's could allow you a program like this. You use the Dragon's own keyboard to learn to type. On cassette.



Cave Hunter. Finding the hidden gold is hard. But surviving the attacks of malevolent creatures may well prove to be impossible. Cave Hunter is on cartridge.



Dragon Selection. A cassette of utility programs, allowing you to create your own database. Write your own tunes - or learn other language vocabularies.



Starship Chameleon. A cartridge game. You find yourself under attack by the dreaded Gabolators! Their task is to take your planet - yours is to protect it.



Computavoice. This cassette actually enables your Dragon to speak to you.

These are just some of our titles, and every month, we'll be adding more and more.

What you get out of a computer depends on what you put in. And with a Dragon 32 and Dragon software, there's enough challenge and satisfaction for anyone. But then, that's what it's designed for.

DRAGON 32

The first family computer.

CREATE YOUR OWN VISION FOR AUGHRA

The eccentric Aughra is Keeper of Secrets on the world of the Dark Crystal. She sees the strange life of her planet through a detachable eye and a permanent frown. We are offering her head to the winner of our Dark Crystal Competition!

Muppet producers, Henson Associates are flying a mask of Aughra's head over to the UK to give away as the prize for the best computer picture of a character from the film.

On top of the mask — one of three characters made by an American designer — the best graphical drawing will earn its creator a copy of the beautifully illustrated book about the making of the film plus an LP of the soundtrack.

The film's characters have already featured on a graphical adventure game which is available across a range of three micros — see our Games News pages.

The Dark Crystal features a horde of fascinating characters created by the pen of fantasy artist Brian Froud and then translated into the marvellous Muppet-like costumes and puppets by Jim Henson's team of Muppeteers.

As well as the one-eyed Aughra, there are the 10 evil Skeksis creatures who currently rule the world and the flawed crystal.

These are served by the poor exploited Pod People and a strange species of giant clawed battle fleas, the Garthim.



The gentle Mystics form the side of good and they send the Gelfling, Jen, in search of the missing shard of crystal. In his quest Jen is helped by a girl Gelfling, Kira, her friendly monster Fizzgig and a couple of steeds, the Landstriders — complete with walrus mustaches, floppy ears and giraffe legs.

You can choose any character or



scene from the film on which to base your creation and draw it on any popular microcomputer. We will accept a tape with the program on it or a screen photograph — as long as it is clear. Please send your entries in by 20th May. If you want your tape or photograph returned, please include an S.A.E.

We have included a few pictures of some of our favourite characters from the film, to help you choose which to feature.

The judge's decision is final and no employees of EMAP or Henson Associates or their relatives may enter.



On a recent raiding trip to Matlock in Derbyshire, top space pirate, Nicholas Tacticos has plundered a Colour Genie microcomputer.

Nicholas, who won our opening round of Seventh Empire hostilities, was invited up to Lowe Computers' Matlock head office to test out his prize.

He is pictured with the company's marketing manager, Richard Peat, as the two of them take the Colour Genie through its paces on a game of Skramble.

Back at his London W14 base, Nicholas, who commands the Spartans space tribe, hopes to put his Genie to good use, conjuring up some hot moves for the next reincarnation of the late lamented Seventh Empire.

You can read all about the disaster which brought about the fall of the Seventh Empire on page 95. The Computer and Video Games office is at this moment preparing for an attack by hundreds of unhappy space pirates!

ORIC SOFTWARE from TANSOFT

ORIC CHESS



A superb chess game written in Basic with a Machine Code Move Search Routine. Features high resolution colour graphics, record of moves, allows Castling and En-Passant, 5 levels of play and computer can play black or white.

ONLY £9.99 inc VAT

48K only

ZODIAC



A 36K adventure game that will test your intelligence and patience for hours. Find the 12 hidden signs of the Zodiac to discover incredible treasures. Can you ward off the angry Yeti? What is the meaning of the radio that plays the 'Archers' over and over again (through your loudspeaker!)?

Only £9.99 inc VAT

48K only

ORIC FLIGHT



Can you fly your new 787 jet on to the runway without crashing, stalling or running out of fuel? Full digital instrument readout plus cockpit view of final runway approach. Superb graphics and sound.

Only £9.99 inc VAT

48K only

Please send me	Quantity	Total
Oric-Chess at £9.99		
Zodiac at £9.99		
Oric-Flight at £9.99		
TOTAL		

Postage per cassette is 40p

Name _____
Address _____

Please send me latest price list _____

Please allow 28 days for delivery

All cheques payable to
TANSOFT LTD
3 CLUB MEWS
ELY
CAMBS
CB7 4NW

Tansoft is the software division of
Tangerine Computers.

CHESS



This year the fourth World Computer Chess Championship will be held in New York from October 2-25, 1983, at the annual meeting of the Association for Computing Machinery (ACM).

The championship is being organised by the International Computer Chess Association (ICCA) which was formed at the second World Championship in Toronto in 1977 and has since grown considerably in stature and influence.

ACM has allocated \$20,000 to cover the major tournament expenses and ICCA is now canvassing for further funds to enable it to bring noted chess players and computer scientists together at the tournament.

It is an indication of the growing respectability of computer chess that there will also be a special session devoted to the subject at the annual ACM conference which will be at the same site as the tournament.

BELLE OF THE BOARDS

If the fourth championship follows the same pattern as the first three, which is likely, it will be a four-round Swiss-style tournament amongst approximately 16 programs.

Four rounds is barely adequate for a tournament of that size, but any increase would impose serious problems for competitors whose programs reside on mainframe computers, possibly on the other side of the world, accessed from a terminal over the telephone network.

Arranging hours of dial-up access, free of computer faults (or routine shut-downs) and hours of international phone calls without interference or accidental disconnection is hardly the easiest of tasks.

For this reason, amongst others, it is likely that microcomputers will take part in the tournament in greater numbers than before.

Although strictly a special purpose chess machine rather than a microcomputer, one contestant that will not have to rely on telephone lines and mainframe computer operators will be Ken Thompson's BELLE which has been described several times in previous articles.

BELLE finished equal first with CHAOS (also of the USA) at the Third World Championship at Linz, Austria, three years ago. Each program finished with 3½ points out of 4 and a play off game resulted in a powerful win for BELLE.

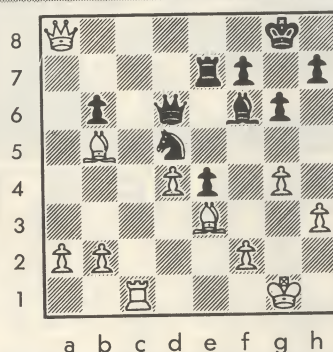
It is difficult to imagine BELLE failing to retain the championship in New York, but a short tournament naturally puts far more pressure on the best competitors than a long one. Even one mistake or machine breakdown can result in an irredeemable loss.

Barring breakdown or human operator error, the outcome of a computer tournament is completely predetermined before the first move is made, but this is not likely to deter a sizeable audience from attending the playing sessions.

World Championship Tournaments are held every three years at present — beginning at Stockholm in 1974 where the first championship was won by the Russian program Kaissa.

At that time Kaissa seemed unbeatable, but it lost heavily in the first round of the Second World Championship at Toronto in 1977.

This was the decisive position



Dutchess (White) has just played 34. Q/R8ch. Kaissa (Black) surprised the entire audience, which included Mikhail Botvinnik, Edward Lasker, Hans Berliner and Canadian International master Leon Piasetski by playing 34. R-K1, which places a Rook *en prise*.

Dutchess replied 35. QXRch and won a few moves later.

The immediate problem for Kaissa's programmers was to discover what subtle programming error could have led to this disastrous blunder. I will reveal the answer next month.

With Kaissa unexpectedly beaten in the first round, the American program Chess 4.6 took the lead and went on to win the Toronto Championship with 4/4.

This turned out to be the high point of the career of the "Chess" series of programs written by David Slate and Larry Atkin.

The successor of Chess 4.6, Chess 4.9, only scored 2½/4 at Linz in 1980, a full point behind BELLE.

Here is the first round game from Toronto in which Chess 4.6 beat BCP, a

British competitor which is also likely to be competing at the fourth World Computer Chess Championship in New York this autumn.

Chess 4.6 (White) v BCP (Black)

1. P-K4, P-K4;
2. N-KB3, N-QB3;
3. P-Q4, PxP;
4. P-B3

The Goring Gambit which Chess 4.6 played regularly as White and which presumably occupied a large proportion of its 5,6000 position opening "book".

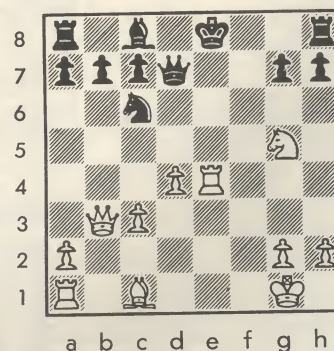
However, very few of its opponents ever seemed to take the trouble to prepare for the gambit.

In this case, because of technical problems BCP was playing without its usual 1,000 position "book", but finds an unusual continuation which took Chess 4.6 out of its "book" and into a probably inferior reply.

4. ... Q-K2;
5. PxP, QXPch;
6. B-K2, P-Q4;
7. N-QB3, B-QN5;
8. O-O, BxN;
9. B-Q5!

Now BCP plays very weakly.

9. ... Q-K2;
10. PxP, N-B3;
11. Q/N3, N-K5;
12. R-K1, Q/K3;
13. N-KN5! Q/Q2;
14. P-KB3, P-KB4
15. PxN, BPxP;
16. BxP! PxB;
17. RxP ch



17. ... N-K2;
18. Q/B7ch, K/Q1;
19. QXP, Q/K1;
20. N-B7ch, K/Q2;
21. NxR, K/Q3
22. RxN, QXR
23. B-R3ch, K/B3;
24. QXQ, P-KR4
25. Q-B5ch, K/Q2;
26. R-K1, P-R3;
27. Q-Q5 mate.

BY MAX BRAMER

100 FREE PROGRAMS

FROM SILICA SHOP — WITH EVERY PURCHASE OF AN

ATARI 400

800




REDUCED PRICES

We at Silica Shop are pleased to announce some fantastic reductions in the prices of the Atari 400/800 personal computers. We believe that the Atari at its new price will become the U.K.'s most popular personal computer and have therefore set up the Silica Atari Users Club. This club already has a library of over 500 programs and with your purchase of a 400 or 800 computer we will give you the first 100 free of charge. There are also over 350 professionally written games and utility programs, some are listed below. Complete the reply coupon and we'll send you full details. Alternatively give us a ring on 01-301 1111 or 01-309 1111.

ATARI 400 with 16K **£159**

ATARI 400 with 48K **£228**

ATARI 800 with 48K **£349**

400/800 SOFTWARE & PERIPHERALS

Don't buy a T.V. game! Buy an Atari 400 personal computer and a game cartridge and that's all you'll need. Later on you can buy the Basic Programming cartridge (£35) and try your hand at programming using the easy to learn BASIC language. Or if you are interested in business applications, you can buy the Atari 800 + Disk Drive + Printer together with a selection of business packages.

Silica Shop have put together a full catalogue and price list giving details of all the peripherals as well as the extensive range of software that is now available for the Atari 400/800. The Atari is now one of the best supported personal computers. Send NOW for Silica Shop's catalogue and price list as well as details on our users club.

THE FOLLOWING IS JUST A SMALL SELECTION FROM THE RANGE OF ITEMS AVAILABLE:

ACCESSORIES

Cables
Cassettes
Diskettes
Joysticks
Le Stick - Joystick
Misc Supplies
Paddles

ADVENTURE INT

Scott Adams Adv
No 1 Adventure Int
No 2 Pirate Adv
No 3 Mission Imp
No 4 Voodoo Cast
No 5 The Count
No 6 Strange Ody
No 7 Mystery Fun
No 8 Pyramid of D
No 9 Ghost Town
No 10 Sav Island 1
No 11 Sav Island 2
No 12 Golden Voy
Angle Worms
Deflections
Galactic Empire
Galactic Trader
Lunar Lander

MOUNTAIN SHOOT

Rearguard
Star Flite
Sunday Golf

AUTOMATED

SIMULATIONS

Crush Grumble Cmp
Dates of Ryn
Dragons Eye
Invasion Orion
Rescue at Rigel
Ricochet
Star Warrior
Temple of Aposhi
Upper Reaches Aps

BOOKS

Basic Ref Manual
Compute Atari DOS
Compute Bk Atari
Compute Magazine
De Re Atari
DOS Utilities List
DOS2 Manual
Misc Atari Books
Op System Listing
Wiley Manual

BUSINESS

Calculator
Database Managemt
Decision Maker
Graph-It
Invoicing
Librarian
Mort & Loan Anal
Nominal Ledger
Payroll
Personal Finl Mgmt
Purchase Ledger
Sales Ledger
Statistics 1
Stock Control
Telelink 1
Visicalc
Weekly Planner
Word Processor

CRYSTALWARE

Beneath The Pyram
Fantasyland 2041
Galactic Quest
House Of Usher
Sands Of Mars
Waterloo
World War III

DYNACOMP

Alpha Fighter
Chompelo
Crystals
Forest Fire
Intruder Alert
Monarch
Moonprobe
Moving Maze
Nominous Jigsaw
Rings of The Emp
Space Tilt
Space Trap
Stud Poker
Triple Blockade

EDUCATION

from APX
Algalcalc
Atlas of Canada
Cubbyholes
Elementary Biology
Frogmaster
Hickory Dickory
Inst Comptg Dem
Lemonade
Letterman
Mapware

MATHS-TAC-TOE

Metric & Prob Solva
Mugwump
Music Terms/Notatn
Musical Computer
My First Alphabet
Number Blast
Polycalc
Presidents Of U.S.
Quiz Master
Starware
Stereo 3D Graphics
Three R Math Sys
Video Math Flash
Wordmaker

EDUCATION

from ATARI
Conv French
Conv German
Conv Italian
Conv Spanish
Energy Czar
European C & Caps
Hangman
Invit To Prog 1/2/3
Kingdom
Music Composer

SCRAM

States & Capitals
Touch Typing

EMI SOFTWARE

British Heritage
Cribbage/Dominos
Darts
European Scene Jig
Hickory Dickory
Humpty Dumpty
Jumbo Jet Lander
Snooker & Billiards
Submarine Commdr
Super Cubes & Tilt
Tournament Pool

ENTERTAINMENT

from APX
Alien Egg
Anihill
Attank
Avalanche
Babel
Blackjack Casino
Block Buster
Block 'Em
Bumper Pool

CASTLE

Centurion
Checker King
Chinese Puzzle
Codecracker
Comedy Diskette
Dice Poker
Dog Daze
Domination
Downhill
Eastern Front
Galahad & Holy Grl
Graphics/Sound
Jax-O
Jukebox
Lookahead
Memory Match
Midas Touch
Minotaur
Outlaw/Howitzner
Preschool Games
Pro Bowling
Pushover
Rabbott
Reversi II
Salmon Run
747 Landing Simul
Seven Card Stud

ON LINE SYSTEMS

Crossfire
Frogger

SLEAZY ADVENTURE

Solitaire
Space Chase
Space Trek
Sultans Palace
Tact Trek
Terry
Wizards Gold
Wizards Revenge

ENTERTAINMENT

from ATARI
Asteroids
Basketball
Blackjack
Centipede
Chess
Entertainment Kit
Missile Command
Pac Man
Space Invaders
Star Raiders
Super Breakout
Video Easel

ON LINE SYSTEMS

Crossfire
Frogger

JAWBREAKER

Mission Asteroid
Mouskattack
Threshold
Ulysses/Golden Fl
Wizard & Princess
Pascal (APX)
Pilot (Consumer)
Pilot (Educator)
Programming Kit

PERIPHERALS

Centronics Printers
Disk Drive
Epson Printers
Program Recorder
RS232 Interface
Thermal Printer
16K Memory RAM
32K Memory RAM

PERSONAL INT

from APX
Adv Music System
Banner Generator
Blackjack Tutor
Going To The Dogs
Keyboard Organ
Morse Code Tutor
Personal Fitness Prg
Player Piano
Sketchpad

PROGRAMMING

AIDS from Atari
Assembler Editor
Dasmblr (APX)
Microsoft Basic
Pascal (APX)
Pilot (Consumer)
Pilot (Educator)
Programming Kit

SANTA CRUZ

Basics of Animation
Bobs Business
Display Lists
Graphics Machine
Kids 1 & 2
Horizontal Scrolling
Master Memory Map
Mini Word Processor
Page Flipping
Player Missile Gr
Player Piano
Sounds
Vertical Scrolling

SILICA CLUB

Over 500 programs
write for details

FOR FREE BROCHURES — TEL: 01-301 1111

For free brochures and reviews on our range of electronic products, please telephone 01-301 1111. To order by telephone, just quote your name, address, credit card number, and order requirements and leave the rest to us. Post and packing is FREE OF CHARGE in the UK. Express 24 hour delivery available at an additional charge.

• **SHOP DEMONSTRATION FACILITIES** — we provide full facilities at our shop in Sidcup. Monday to Saturday 9am to 5.30pm (closing Thursday 1pm, Friday 8pm).

• **MAIL ORDER** — we are a specialist mail order company and are able to supply goods direct to your door.

• **MONEY BACK UNDERTAKING** — if you are totally unsatisfied with your purchase, you may return it to us within 15 days. On receipt of the goods in satisfactory condition we will give you a full refund.

• **PART EXCHANGE/SECOND HAND MACHINES** — we offer a part exchange scheme to trade in many makes of T.V. game for personal computers.

• **COMPETITIVE PRICES** — our prices, offers and service are very competitive. We are never knowingly undersold, and will normally match any lower price quoted by our competitors.

• **HELPFUL ADVICE** — available on the suitability of various computers.

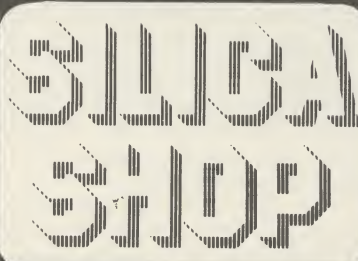
• **AFTER SALES SERVICE** — available on all computers out of guarantee.

• **VAT** — all prices quoted above include VAT at 15%.

• **CREDIT FACILITIES** — we offer credit over 12, 24 or 36 months, please ask for details.

SILICA SHOP LIMITED

Dept. C&VG 0583, 1-4 The Mews, Hatherly Road, Sidcup, Kent DA14 4DX.
Telephone 01-301 1111 or 01-309 1111.



FREE LITERATURE

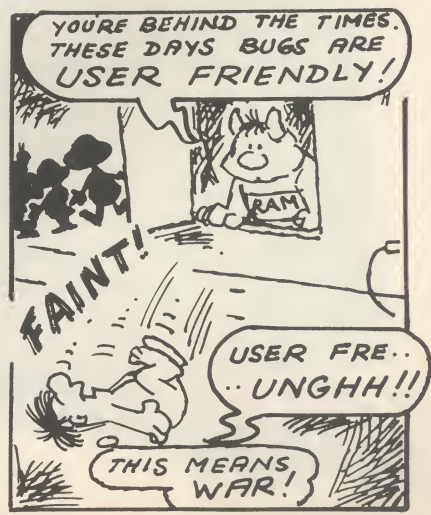
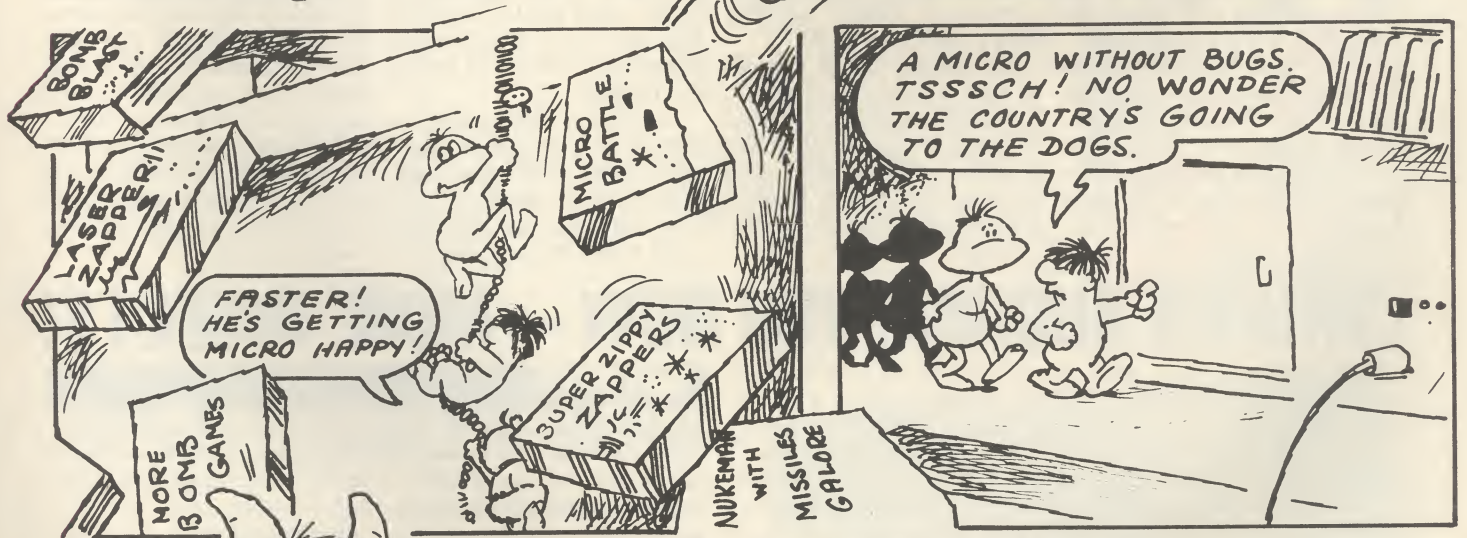
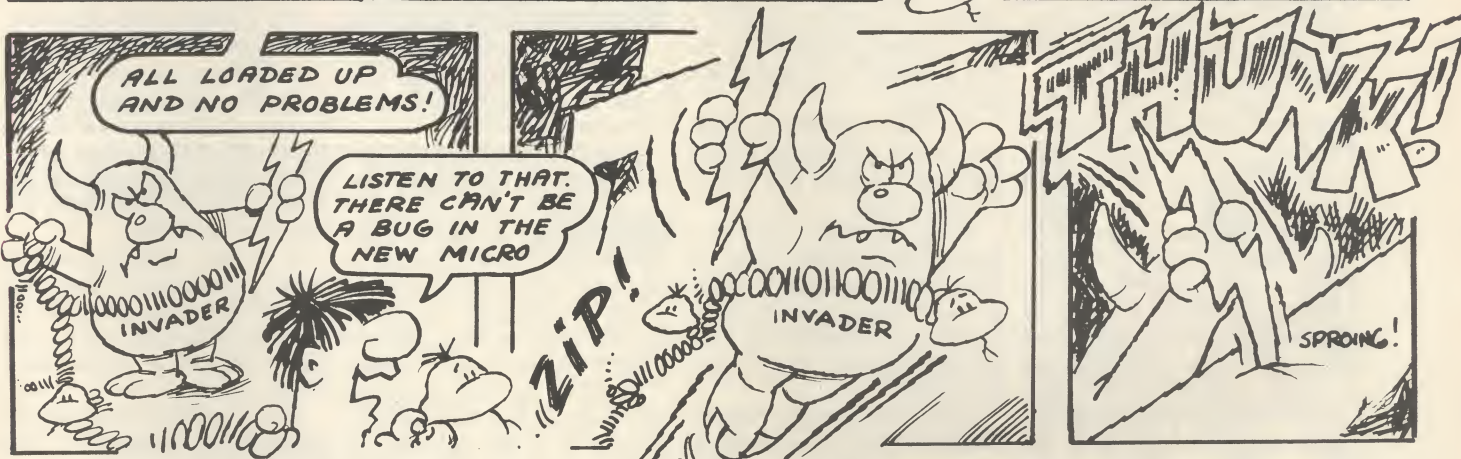
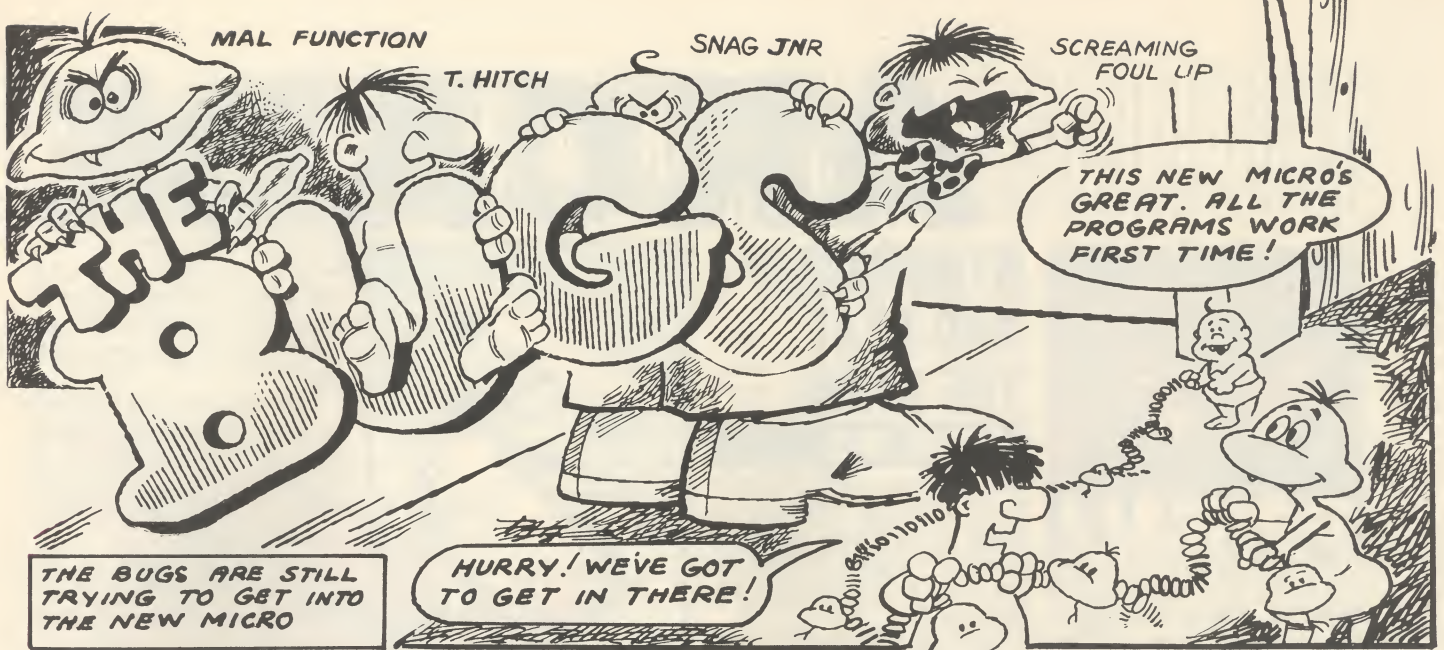
I am interested in purchasing an Atari 400/800 computer and would like to receive copies of your brochures and test reports as well as your price list covering all of the available Hardware and Software:

Name

Address

Postcode

(CVG 0583) Computer & Video Games May 1983





You've all been reading about those top scoring video-gamsters in these pages for some months now. How about letting us know about some of your pinball top scores?

It appears that more video-fans are sampling the delights of pinball. I recently heard about one such video freak who found his favourite screen machine occupied by another addict and was looking around for something to play to pass the time until he could get in on the video act when he spotted a pinball lurking in the corner of the arcade.

He wandered over, slipped a coin and began playing — and now, like many other people before him, he's totally hooked!

If you have been won over by a pin just let us know your high score, what machine you clocked it up on, your address and what arcade or pub your pin can be found in and we'll attempt to draw up a list of our top ten players.

STAY COOL AND BEAT THE STING

PENGO TIPS

Sno-bees are wary little creatures, not unduly malicious they seem to kill Pengo almost by accident. However the little devils know an ambush when they spot one.

In Pengo the player is a lone penguin up against a swarm of the creatures which try to run him to ground in a maze of blue ice blocks.

The bees possess a deadly sting which send Pengo sprawling onto his back and looking decidedly dizzy.

Pengo has two methods of fighting back. He can squash the bees behind a speeding ice block or "peck" the surrounding wall of the screen, stunning any Sno-bee who happens to be in contact with it.

Like all maze games, Pengo is a battle for survival and a lesson in the art of ambush, and Sno-bees know all the tricks!

The scoring though depends on more than just surviving.

There are three ways to make the most of each Pengo screen in terms of points and a good player will decide early on which method best suits each particular maze.



The way most beginners start to score is by squashing individual bees and eventually clearing the screen.

Squashed Sno-bees are worth 480 points each when tackled individually.

But come the end of the screen, when the last bee dithers and then dashes headlong into a corner to disappear, the bonus score based on time taken to clear the screen is often miserly.

To clear the screen quickly can boost a score. One way is to note each of the flashing ice blocks which will later turn into Sno-bees and peck them to disintegration before that change can happen.

Don't spend time planning an ambush for a wandering bee — they usually avoid them, especially at close quarters — but take your chances when they come. Learn to recognise pat-

terns of bee movement: when one starts melting a chain of blocks, it is a safe bet to wait behind the last one and squash him.

The second way to achieve a big score is to squash multiple bees with one block. Like eating Pacman ghosts, taking two bees with one shot earns bigger scores, of 1,600.

It is a legitimate tactic to aim for as the bees have a habit of following one another up a corridor of the game.

Making bees dizzy along the side of the screen can also leave them open to this tactic.

The third way to collect points is to push the three permanent ice blocks together. This tactic must be practised to appreciate the right way of approaching the uniting of the blocks.

It is often most practical to achieve this along an edge of the screen. Just getting two of the blocks together adds a bonus but the big score is achieved by linking all three.

Don't leave this tactic until the last Sno-bee is about to dive off-screen as it will probably be too late, but look for opportunities to work the permanent blocks into good positions during the course of the screen battle.

Remember that the bees can't destroy those blocks either and they can therefore make useful hiding places for Pengo when he needs a break!

WHAT'S BUGGING YOU NOW — MORE INSECTS!

The bugs are back with a vengeance! Just when you were conquering the nasties of Centipede, the horrors of Millipede have arrived.

Like its predecessor, the Millipede starts at the top of the screen, snaking its way through the giant mushroom forest and splitting whenever it is hit by an arrow.

A released tail segment will turn into a new head, a Millipede reaching the bottom will produce new heads, entering from the side of the screen.

The spider still features, jumping up and down in a random pattern across the screen, but there's a host of new creatures too. The bee bombards the player much as the flea used to but a first hit only serves to make them dash around the screen that much faster!

The dragonflies do a similar job, depositing mushrooms on their zig-zag downwards path. Mosquitos fly diagonally across the screen. If hit by the player,

MILLIPEDE

the playfield scrolls up one row.

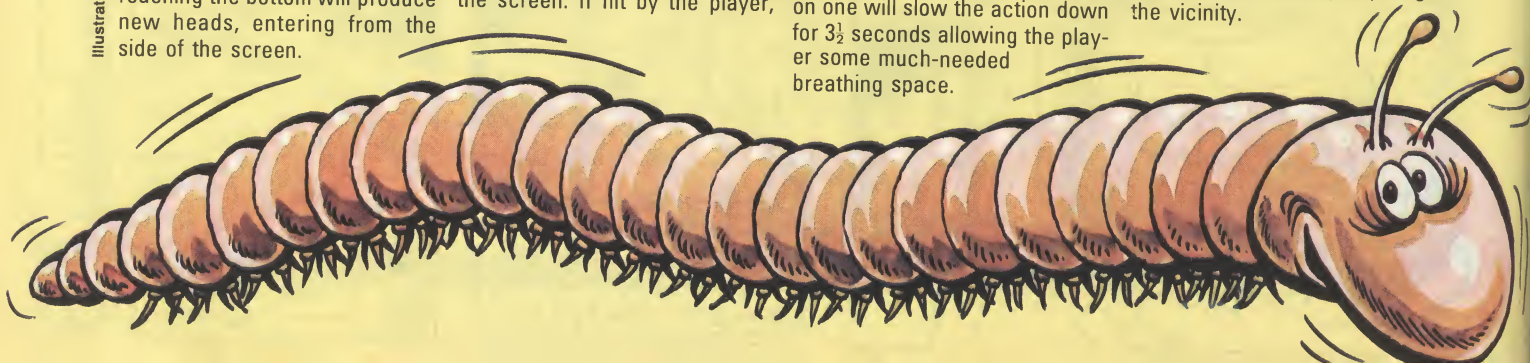
Earwigs glide across the upper portion of the playfield poisoning any mushrooms they touch, as the scorpion used to. Beetles turn any mushroom they touch into an indestructible flower. A hit on the beetles will scroll the screen down one row.

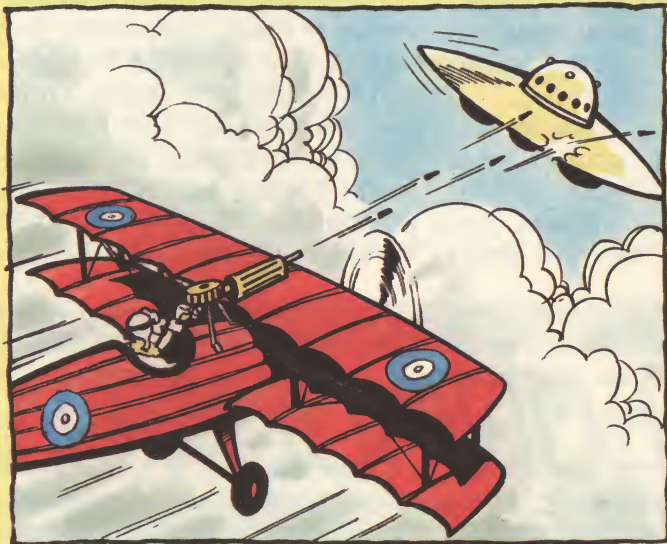
The inchworms crawl slowly across the screen and each hit on one will slow the action down for 3½ seconds allowing the player some much-needed breathing space.

At certain play levels a destroyed Millipede will result in a bombing run of bees, dragonflies and mosquitos.

The player does have one other weapon to help with this invasion.

Four DDT bombs are placed on each screen and can be blown up by an arrow releasing their deadly gas to destroy anything in the vicinity.





FLIGHTS OF FANTASY

A flight through the five ages of man's domination of the air takes place in Time Pilot.

The player steps into the cockpit of a modern-day jet and instantly finds himself transported back in time to the era of the bi-plane, circa 1910.

The bi-planes, tackled singly, are no match for the jet but there are a lot of them and they keep up a persistent hail of bullets. Their mothership takes the shape of a large balloon and it must be hit seven times to allow the player to timewarp into the next age.

He rematerialises in the Second World War, 1940, where monoplane fill the skies.

Still, he holds an advantage but must use it wisely to counter the threat of the fighters and bombers.

TIME PILOT

Off into the seventies as jet-range helicopters armed with deadly homing missiles take on the player's jet. The helicopters are far more manoeuvrable, appearing out of the clouds, all around the player's jet. A large copter with two sets of blades, takes on the roll of mothership.

The fourth age of flight, takes the jet into the present with modern-day planes like itself.

The fifth age is the future with UFOs and flying saucers providing the ultimate challenge. Their technology far outstrips that of the player's jet and they are armed with powerful weapons.

More points can be accrued by catching and rescuing parachuting pilots.

PACKING A PUNCH!

The cartoon character who made a Spinach Marketing Board redundant long before such things were fashionable, has now punched his way into the arcades.

Popeye and the entire team of unlikely characters which made up his cartoon series are battling arch villain Brutus.

Very much in the "cute" mould with three screens all featuring levels and ladders, the player controls Popeye catching hearts, musical notes and lettering as they drift down the screen after being carelessly scattered by Olive Oyl.

Our seafaring hero starts at the top of the harbour scene running up and down ladders in an effort to dodge Brutus but still be sure of not letting a single heart fall.

Brutus will lunge and punch through the levels as well as being a threat on the same level. He and a Sea Hag character also pose another threat by hurling bottles at Popeye.

Popeye can punch his way out of this kind of danger but the timing of that punch is critical.

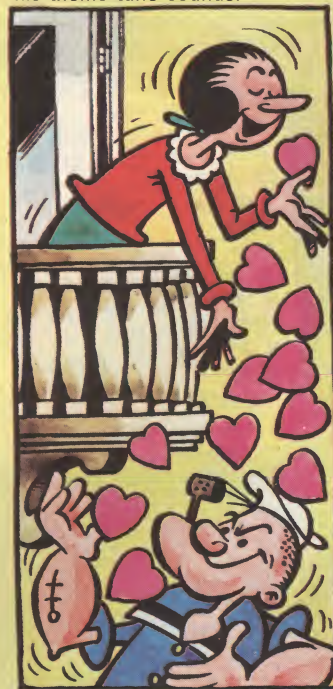
Once Popeye's house is covered in captured hearts he can move onto the next challenge. The action takes place in a warehouse this time with Popeye catching falling musical notes from Olive's flute. Sweet Pea is at the top of the screen filling in a score for each note caught.

Wimpy munches hamburgers

POPEYE

and waits for Popeye to jump on his see-saw. A completed musical score sees the action move to a third challenge on board ship. Ms Oyl is trapped at the top of the mast and calls "HELP", the letters drifting critically seawards. Joining in the fray here is a vulture who swoops down on Popeye.

And the spinach? That turns up in cans which turn Popeye pink with vitality and allow him to hit back at Brutus for as long as his theme tune sounds.



SPLIT SCREEN HERO

Battle was joined on the Robotron scene with a rush of scores finishing with Spencer May narrowly pipping the rest with a phenomenal 3,576,800 score.

Danish reader Michael Panayotis starts us off on Space Dungeon and Greg Parsons gives us a top Zaxxon score.

Greg also tells us about a local arcade hero in Worthing who has "split the screen" on Pac-man.

This is achieved by going beyond the 240th "key" screen which causes the screen to split and the right-hand-side to be covered in coding.

This has been achieved several times in the States but I have not heard of anyone else managing it in Britain.

If Mun-Chi Yip would like to get in touch he should find a secure place in our Record Breakers charts.

All you record breakers should be rushing to your local arcades with the form to be found on page 11 of this magazine where you'll find details of our search for a new champion.

Final note: Martin Stone has also beaten my own transitory record on Pengo... but I'll be back!?

GORF
1,511,650
Greg Parsons

PENGO
374,950
Martin Stone

ROBOTRON
3,576,800
Spencer May

FROGGER
137,200
B. Nesbit

MOUSETRAP
621,700
Richard Elliott

SPACE DUNGEON
154,865
Michael Panayotis

MILLPEDE
143,731
David Ross

DONKEY KONG
604,700
P.Eason

HYPERBALL
2,224,200
Nick Starkings

ZAXXON
713,950
Greg Parsons

TEMPEST
1,080,260
Paul Mitchell

AMIDAR
782,010
Adrian Eyre

It's a big day for the new Formula One world champion. His team are testing the new car which they plan to use to defend their championship title in the new season — just a few short weeks away. Today is the day when the champ gets behind the wheel of the new car for the first time. Will he be able to match his world-beating performance and defeat the fastest times of his four-wheeled opponents?

Your aim is to see how long he can survive on a rigorous test circuit. Sounds easy, but there is oil on the track and the cars handling is not good. The object of the game is to survive as many laps as possible in as short a time as possible.

The car slows down in the oil patch and sometimes skids. So watch out! It's not all bad, you can choose the colour of your car and your

testing race circuit.

The program has been written for an Atom with floating point ROM and no colour encoder board. For those Atom owners with a colour encoder board, read "WHITE" as "YELLOW", "BLACK" as "BLUE" etc. For those Atom owners with no "F.P." extension, conversion should be easy: remove all "COLOUR" statements, replace "CLEAR 3" with "CLEAR 2", and re-

RUNS ON AN ATOM IN 12K WITH F.P. ROM

RUNS ON AN ATOM IN 12K WITH F.P. ROM

FORMULA ONE · FORMULA ONE

BY CHRIS JOHNSON

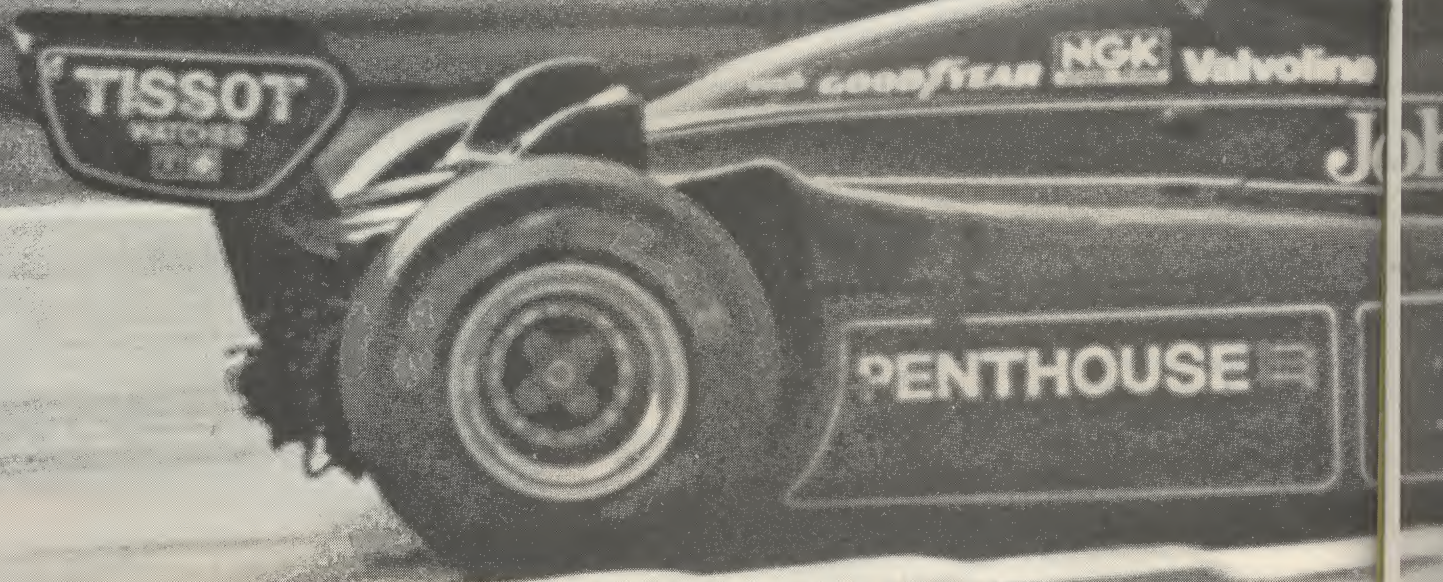
BY CHRIS JOHNSON

BY CHRIS JOHNSON

BY CHRIS JOHNSON

```
1% A=0;% B=0; REM FORMULA ONE by C.G. Johnston
2 P.$12"now the game you've been waitin'"
3 P."for""FROM cj products..." ;B=0
4 F.B=0 TO 120;WAIT;N.;B=0
5 DOB=B+1;P.$7"***FORMULA*one***";U.B=24
6 F.B=1 TO 50;WAIT;N.;P.
$12" instructions"
7 P." YOU ARE DRIVING A CAR ROUND
A RACING TRACK."
8 P." THE OBJECT OF THE GAME IS
TO""SURVIVE THE MOST "
9 P."NO. OF LAPS."
10 P."" 'SHIFT'
=LEFT"" 'REPT.'=RIGHT""
11 IN."COLOUR OF CAR:WHITE:1;BLACK:2" T
```

```
12 IF T=1 R=2
13 IF T=2 R=1
14 P."PRESS 'SHIFT' WHEN YOU'VE FOUND
THE CIRCUIT YOU WANT"
15 P." ;THEN PRESS SPACE TO START RACE.""
18 P."press return";LI.#FFE3
19 DO
20 CLEAR3
21 Q=0;S=1;O=0
25 COLOUR(R)
30 REM the course
50 H=A.R.%(65-40)+40;I=A.R.%(30-3)+3;
J=A.R.%(94-70)+70
52 K=A.R.%(110-(I+70))+(I+70);
L=A.R.%(60-20)+20
60 MOVE 1,1
```



place "%A" and "%B" with an array.

The car does not flip round immediately, but moves diagonally and then flips. Release the key once you have "flipped" to prevent the steering from locking.

Go wide coming up to corners and cut the corners as fine as possible. Watch the car does not flip too soon (in the oil patch for example).

For a fast time keep the car

following the best racing line to snatch the quickest time around the track for the maximum possible time. Remember it is the maximum number of laps and then the quickest time in that lap zone which counts.

"SHIFT" moves the car left and "REPT" moves it right.

VARIABLES:

%A: most number of laps

%B: quickest time in zone

A: If A = 1 blank car

B, C: key press counters

D: counter

E, F, G, N: values in keypress

H, I, J, K, L: RND course values

O: time

Q: number of laps

R: colour of circuit

S: lap counter

T: colour of car

U, V, W, Z — "PLOT" function

X, Y: co-ordinates of car

RUNS ON AN ATOM IN 12K WITH F.P. ROM

RUNS ON AN ATOM IN 12K WITH F.P. ROM

FORMULA ONE · FORMULA ONE

BY CHRIS JOHNSON

BY CHRIS JOHNSON

BY CHRIS JOHNSON

BY CHRIS JOHNSON

```
70 DRAW I,H;DRAW I,H;DRAW I,J
72 DRAW K,J;DRAW K,(H+5);DRAW 125,(H+5)
73 DRAW 125,10;DRAW L,10;DRAW L,1;DRAW 1,1
74 REM inside boundary
75 MOVE 16,23
77 DRAW 16,(H-17);DRAW(I+16),(H-17)
79 DRAW(I+16),(J-17);DRAW(K-17),(J-17)
81 DRAW(K-17),(H-7);DRAW 108,(H-7)
83 DRAW 108,27;DRAW(L+27),27
85 DRAW(L+27),23
87 DRAW 16,23
89 REM start line
90 GOS.t
93 X=(K-50);Y=(J-8)
95 REM oil slick
```

```
96 GOS.a
101 COLOUR (T)
145 F.U=0 TO 30;WAIT;N.
150 U.?#B001&#80=0
200 LINK#FFE3
299 REM"left + right" movement
300 Z=13;U=12;V=5;W=15;A=1;B=1;C=1;
E=#B001;F=#B002;G=#40
301 N=#80
350aPLOTU,(X-2),(Y+2);PLOTV,(X-2),
(Y-2);PLOTU,(X-1),(Y+3)
360 PLOTV,(X-1),(Y-3);PLOTU,X,(Y+1);
PLOTV,X,(Y-1)
370 PLOTU,(X+1),(Y+2);PLOTV,(X+1),(Y-2);
PLOTU,(X+2),(Y+1)
```





ALLRIAN DATA SERVICES
1000a, Uxbridge Rd, Hayes, Middx.
UB4 0RL

Pilot cass 15.50 disk 18.95

16k - real time - you are in the cockpit of a light aircraft - now land it!

Beta Fighter cass 15.50 disk 18.95

16k - thwart the aliens - fought against a 3D Martian landscape - for 1 or 2 players.

Strip Poker disc 27.50

40k - ultra hi-res graphics - too realistic to illustrate! What mother never told you about video games!!!!

Drawpic II cass 24.50 disk 27.95

16k - utility - access ATARI graphics with ease - a must for any programmer.

Now upgraded - a powerful tool indeed!

ALL PRICES INCLUDE VAT.
P&P FREE.

Manufactured in the UK for

Artworx

**DON'T MISS THIS
INCREDIBLE OFFER!**

50 GAMES



YES, 50 GAMES! on cassette for all the following:

GALACTIC ATTACK	MAZE EATER	SUBMARINES
SPACE MISSION	ORBITTER	ROCKET LAUNCH
LUNAR LANDER	MOTORWAY	PLANETS
PLASMA BOLT	FORCE FIELD	BLACK HOLE
STARTREK	NIM	DYNAMITE
RADAR LANDING	TUNNEL ESCAPE	DO YOUR SUMS
ATTACKER	BARREL JUMP	DERBY DASH
GALACTIC DOGFIGHT	CANNONBALL BATTLE	SPACE SEARCH
ZION ATTACK	OVERTAKE	UNIVERSE
IVASIVE ACTION	SITTING TARGET	RATS
OXO	SMASH THE WINDOWS	TANKER
BOGGLES	SPACE SHIP	PARACHUTE
PONTON	JET FLIGHT	JETMOBILE
SKI JUMP	PHASER	HIGH RISE
HANGMAN	INTRUDER	THE FORCE
OLD BONES	INFERNO	EXCHANGE
THIN ICE	GHOSTS	

**sinclair
SPECTRUM**

apple (ON DISC & CASSETTE)

ACORN-ATOM

BBC

DRAGON

ATARI VIC 20

SHARP

ORIC-1

NEW BRAIN

ZX81 LYNX



POSTAGE FREE TO U.K.
ORDER DIRECT TO:

U.T.S.
P.O. Box 96
HARROGATE
NORTH YORKSHIRE
HG3 2UZ

PLEASE SEND ME _____
CHEQUE ENCLOSED, VALUE _____
NAME _____
ADDRESS _____
POSTCODE _____

**cut &
post
now**

G/223

RAM PACKS FOR YOUR VIC 20

HARDWARE

32K switchable to 3K, 16K, 24K + hi-res. £69.95
16K switchable to 3K £44.95 8K £29.95 3K £19.95
4-slot motherboard £24.95. All slot directly into the back of your Vic 20.

SOFTWARE

Cartridges — Sargon Chess, Gorf, Omega Race, Forth, Choplifter £24.95
Alien, Jelly Monsters, Mole Attack, Rat Race, Road Race £19.95
Meteorites & Satellites, Spiders of Mars, Tank Atak, Cloudburst £17.50
Vic Tapes — Boss Chess (8K) £14.95, Bonzo (8K) £7.95, Grid Runner £6, Abductor £6
Asteroids £7, Cosmiads £7, Moons of Jupiter £9.99, Shark Attack £9.99, Martian Raider £9.99, Vic Rescue £5,
Frog £4, Crazy Kong £6, Quackers £9.99, Skramble £9.99, Annihilator £9.99. Commodore 64 tapes — Grid
Runner £8.50, Star Trek £7, Mutant Camels £8.50, Crazy Kong £8.99, Alien Panic £8.99, Monopolee £9.99, Grave
Robbers £9.99, Adventure Pack 1 £9.99.

ALL PRICES INCLUDE VAT. Please add £1 post and packing for hardware, 50p for software. Overseas orders — exclude VAT add £2 post and packing.  

Please send the following:

I enclose my cheque/PO for £ _____

Charge my Access/Barclaycard number _____

Credit card or postal orders for goods by return
post (1st class)

To: **RAM ELECTRONICS (FLEET) LTD.,**
106 FLEET ROAD,
FLEET, HANTS. GU13 8PA
ENGLAND.
Telephone (02514) 5858 (not Weds.)

From: _____

TRADE ENQUIRIES WELCOME.

CVG 05


```

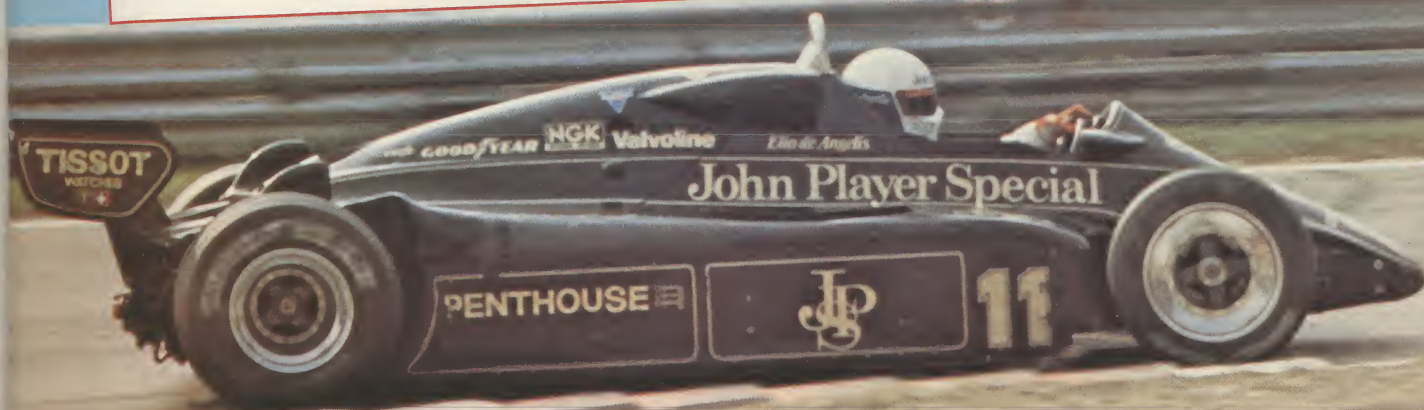
380 PLOTV, (X+2), (Y-1); PLOTW, X, Y
394 GOS. z
395 IFA=1 A=2; Z=15; V=7; G. a
397 IFA=2 A=1; Z=13; V=5
500 IF?F&G=0; Y=Y-2; X=X+2; B=B+1; C=2
510 IF?E&N=0; Y=Y+2; X=X+2; C=C+1; B=2
515 IF?F&G() 0 AND ?E&N() 0; X=X+4; C=1; B=1
520 IF B=6 G. b
530 IF C=6 G. c
550 G. a
600 REM "top → bottom" movement
610 PLOTU, (X-2), (Y+3); PLOTV, (X+2), (Y+3);
PLOTU, (X-3), (Y+2)
620 PLOTV, (X+3), (Y+2); PLOTU, (X-1), (Y+1);
PLOTV, (X+1), (Y+1)
630 PLOTU, (X-1), Y; PLOTV, (X+1), Y; PLOTW, X, Y
640 PLOTU, (X-2), (Y-1); PLOTV, (X+2), (Y-1);
PLOTU, (X-1), (Y-2)
650 PLOTV, (X+1), (Y-2)
655 GOS. z
660 IFA=1 A=2; Z=15; V=7; G. b
670 IFA=2 A=1; Z=13; V=5
700 IF?F&G=0; Y=Y-2; X=X-2; B=B+1; C=2
710 IF?E&N=0; Y=Y-2; X=X+2; C=C+1; B=2
720 IF?F&G() 0 AND ?E&N() 0; Y=Y-4; C=1; B=1
730 IFB=6 G. d
740 IFC=6 G. a
750 G. b
800 REM "bottom → top" movement
810 PLOTU, (X-2), (Y-3); PLOTV, (X+2), (Y-3);
PLOTU, (X-3), (Y-2)
820 PLOTV, (X+3), (Y-2); PLOTU, (X-1), (Y-1);
PLOTV, (X+1), (Y-1)
830 PLOTU, (X-1), Y; PLOTV, (X+1), Y; PLOTW, X, Y
840 PLOTU, (X-2), (Y+1); PLOTV, (X+2), (Y+1);
PLOTU, (X-1), (Y+2)
850 PLOTV, (X+1), (Y+2)
855 GOS. z
860 IFA=1 A=2; Z=15; V=7; G. c
870 IFA=2 A=1; Z=13; V=5
880 IF?F&G=0; Y=Y+2; X=X+2; B=B+1; C=2
885 IF?E&N=0; Y=Y+2; X=X-2; C=C+1; B=2
890 IF?F&G() 0 AND ?E&N() 0; Y=Y+4; C=1; B=1
895 IFC=6 G. d
897 IFB=6 G. a
898 G. c
900 REM "right → left" movement
950 PLOTU, (X+2), (Y+2); PLOTV, (X+2), (Y-2);
PLOTU, (X+1), (Y+3)
960 PLOTV, (X+1), (Y-3); PLOTU, X, (Y+1);
PLOTV, X, (Y-1)
970 PLOTU, (X-1), (Y+2); PLOTV, (X-1),
(Y-2); PLOTU, (X-2), (Y+1)
980 PLOTV, (X-2), (Y-1); PLOTW, X, Y
994 GOS. z
995 IFA=1 A=2; Z=15; V=7; G. d
997 IFA=2 A=1; Z=13; V=5
1000 IF?F&G=0; Y=Y+2; X=X-2; B=B+1; C=2
1010 IF?E&N=0; Y=Y-2; X=X-2; C=C+1; B=2
1015 IF?F&G() 0 AND ?E&N() 0; X=X-4; C=1; B=1
1020 IFB=6 G. c
1030 IFC=6 G. b
1040 G. d
2000 REM crash ???
2010 IFX(5 G. y
2020 IF X( L-2) AND Y(14 G. y
2040 IFY( J-4) G. y
2050 IF Y( H+3) AND X( K-3) G. y

```

```

2055 IFY( H+3) AND X( K+2) G. y
2060 IF X(121 G. y
2081 IF Y(5 G. y
2082 IF Y( H-3) AND X( I+4) G. y
2085 IF((X( K-15))&(X( K+3))&(Y( H+6))&(Y(
H-10))) G. r
2090 G. x
2095 F.D=1 TO 6; ?F=?F&3100:4; N.; 0=0+1
2096 IF((X(16)&(Y( J-18))&(S=0)) 0=0+1; S=1
2097 IF((X(16)&(S=1)&(Y(23)) S=0
2099 R.
2200 REM "inside" check
2201 IF((X( I+13))&(X( K-13))&(Y( J-12))&
(Y(25))) G. y
2204 IFX(110 G. m
2205 IF((X(112)&(X( K-19))&(Y( H-3))&
(Y(23)) G. y
2210 IF Y( J-14) G. m
2220 IF X(14 G. m
2230 IF X( K-17) AND Y( H-5) G. m
2240 IF X(105 G. m
2250 IF X( L+30) AND Y(25 G. m
2260 IF X( I+16) AND Y( H-17) G. m
2270 IF Y(20 G. m
2280 IF Y( H-14) AND X( I+14) G. m
2999 REM explosion
3000 COLOUR(R)
3001 F.D=1 TO 15; ?F=?F&RND:4; N.
3030 MOVE X, Y
3040 DRAW (X-3), (Y-3); MOVEX, Y; DRAW (X+3),
(Y-3); MOVE X, Y
3050 DRAW(X+3), (Y+3); MOVEX, Y;
DRAW(X-3), (Y+3)
3060 MOVEX, Y; DRAW(X+4), (Y+5)
3065 F.D=1 TO 20; ?F=?F&RND:4; N.
3070 MOVE X, Y; DRAW (X-6), (Y+5)
3080 MOVEX, Y; DRAW(X+6), (Y-3)
3090 F.D=1 TO 90; ?F=?F&RND:4; N.
3999 REM time, most laps
4000 P. #12; 0=0
4010 P. "TIME = "0"
4020 P. "NUMBER OF LAPS = "0"
4028 FIFQ=%A; FIF%B) 0; %B=0; G. 4040
4029 FIFQ=%A G. 4040
4030 FIFQ(%A G. 4040
4031 %A=0
4032 %B=0
4040 P. "MOST NUMBER OF LAPS = "%A" IN "%B"
4050 P. "PRESS RETURN TO START AGAIN";
LI. #FFES; G. 19
5000 REM oil slick
5005 GOS. t; REM re-draw start line
5010 COLOUR 2
5020 F. P=(H+8) TO (H-7) S. -1
5030 MOVEK, P; DRAW(K-17), P
5040 N. P; COLOUR(T); R.
5999 REM skid
6000 GOS. a; IFX( K-4) G. 2090
6005 IFR. %8=0 GOS. s
6010 G. 2090
6050 S.F.D=0 TO 180; ?F=?F&R. :4; N.
6060 X=X+(A. R. %10); Y=Y+(R. %4); R.
7000 REM start line
7010 COLOUR(T); MOVE(K-50), J; F. M=(J-17)
TO (J) S. 2
7020 PLOT13, (K-50), M; N. M; R.

```



For the best hardware, the best software.

The BBC Microcomputer system is generally regarded to be the best micro in its price range you can lay your hands on. So, if you're thinking of buying one or already own one, you'll want to know about the software that's been specially designed for it.

Not surprisingly, it's made by Acornsoft, the software division of Acorn Computers Ltd., who designed and built the BBC Microcomputer. So naturally you can expect the highest quality software with the built-in ingenuity to fully exploit the BBC Micro's potential.

Further education for everyone.

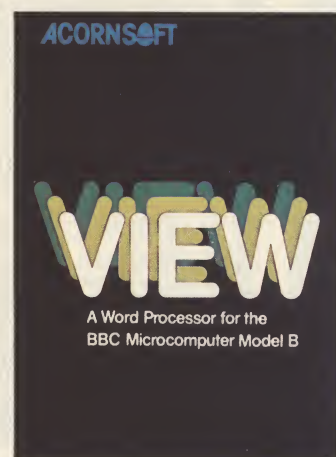
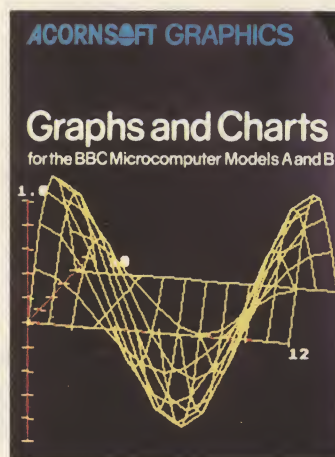
Tree of Knowledge (£9.95) is an interactive program for children of all ages teaching categorisation. It illustrates some of the more practical aspects of computing in that the pupil first educates the computer, building up a database by answering the computer's questions, and the database is then used to play games of deduction and logic.

Word Hunt (£11.90) is a set of four programs, each containing a list of nine words. The object of the exercise is to select one word and then try to create as many smaller words as

possible from the selected word.

Increase your business acumen.

Graphs and Charts (price £17.45) which includes the book 'Graphs and Charts on the BBC Microcomputer' contains a set of programs

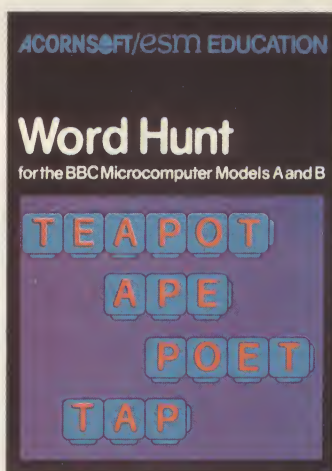
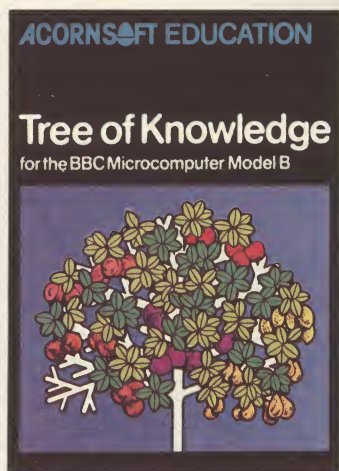


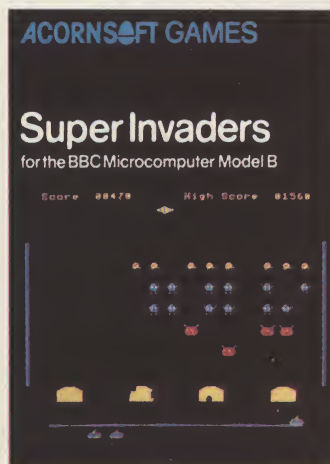
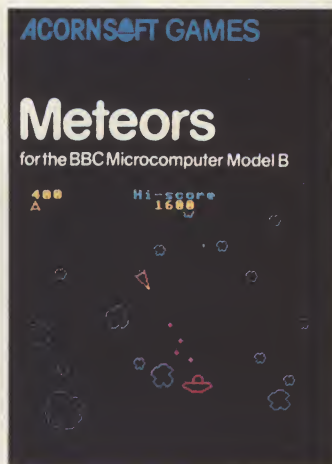
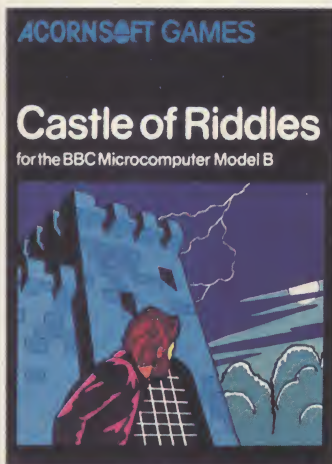
to present data graphically in a wide range of applications. The graphs include automatic scaling, labelling of axes and use of colours.

And VIEW (price £59.80) a program that enables your machine, together with a printer, to operate as a fully operational word processor. For convenience the program is in ROM so that it can become a permanent feature of your machine. (It can easily be fitted by your local dealer). You'll find out more by going to your dealer or by sending for the free catalogue.

Mind-boggling games.

Castle of Riddles (price £9.95) is a magical adventure, with wizardry and hocus pocus of all kinds; booby traps and fiendish riddles to be unravelled along the tortuous route to the Magic Ring of Power. Your reward is to keep the





How to get Acornsoft programs.

If you're a credit card holder and would like to buy cassettes of the programs shown in this advertisement, or if you would like to know the address of your nearest stockist, just phone 01-200 0200.

Alternatively, you

treasure you find along the way.

Meteors (price £9.95) is a game where you have to manoeuvre your laser-ship through a hail of meteors, smashing them with your laser bolts as they hurtle towards you on all sides. Complete with sound effects and table of Hi-Scores.

Super Invaders (price £9.95) is a fight against invading aliens. The only way to resist and avoid subsequent annihilation is to destroy the aliens before they land. You have three mobile launchers whose hyper-velocity missiles will instantly vaporise their target on impact. This game includes high-score, and is fully compatible with either keyboard or joysticks.

Understanding computers.

Peeko-Computer (price £9.95) simulates the operation of a simplified microcomputer in order to teach the fundamentals of machine-code programming. It comes complete with a 16 page instruction manual including exercises and examples, and the cassette features five demonstration Peeko-Computer programs.

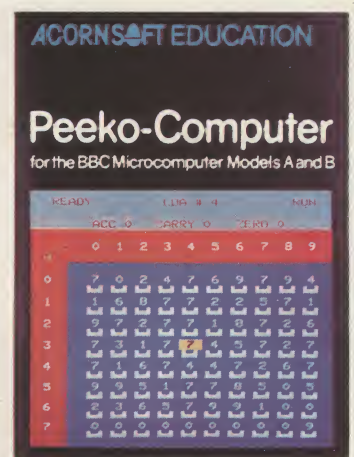
can buy the cassettes directly by sending off the order form below to: Acornsoft, c/o Vector

Marketing, Denington Estate, Wellingborough, Northants NN8 2RL.

Also use this form if you would like to receive the current free Acornsoft catalogue.

Please allow 28 days for delivery.

 Credit Card Holders. Telephone 01-200 0200.



To: Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL.

Please send me the following:-

PROGRAM	PRICE	QUANTITY	TOTAL	(Code Acornsoft use only)
Tree of Knowledge	£9.95			SBE04
Word Hunt	£11.90			SBE05
Graphs & Charts	£17.45			SBX02/SBD02
Castle of Riddles	£9.95			SBG17
Meteors	£9.95			SBG13
Super Invaders	£9.95			SBG16
Peeko-Computer	£9.95			SBE02

TOTAL

I enclose PO/cheque payable to Acornsoft Ltd. Or charge my credit card.

Card Number

(Amex/Diners/Visa/Access (Delete))

Please send me the Acornsoft brochure ☐

Please send me the VIEW catalogue ☐

Name

Address

Postcode

Signature

CVG5

Registered No. 1524763

VAT No. 215 8123 85

ACORNSOFT

Your Texas will set up a testing slalom ski-run — complete with all the gates and a few hazards to watch out for. Use the cursor keys to control your skier. You get three lives to play with. And once you reach the finish you are promised a colourful reception!

2280-2420: Ran out of lives routine.

BY DAVID KIMBERLIN-WYER

```

550 CALL HCHAR(21,31,72)
560 CE=104
570 X=3
580 Y=3
590 A=0
600 B=0
610 CALL KEY(0,K,S)
620 IF K=8 THEN N=800
630 IF K=9 THEN N=840
640 IF K=0 THEN N=880
650 IF K=9 THEN N=910
660 X=X+A
670 Y=Y+B
680 CALL COLOR(10,2,16)
690 CALL COLOR(13,2,18)
700 CALL GCHAR(13,Y,C)
710 IF C=11 THEN N=1760
720 IF C=12 THEN N=1230
730 IF C=(C=72)+(C=78)+(C=8
740 CALL SOUND(1470,Y,E)
750 CALL SOUND(200,Y,9)
760 CALL SOUND(22,9,128,21)
770 CALL HCHAR(22,9,129,21)
780 GOT TO 610
790 B=1
800 B=0
810 EE=105
820 GOT TO 630
830 B=1
840 A=0
850 EE=104
860 GOT TO 640
870 B=0
880 A=1
890 GOT TO 650
900 B=-1
910 GOT TO 660
920 CALL SCREEN(5)
930 FOR N=1 TO 9
940 CALL COLOR(N,5,16)
950 NEXT N
960 CALL CHAR(35,"304099A1A1994Z
970")
980 CALL CLEAR
990 K$="99'ER SKIING BY"
1000 N=2
1010 GOSUB 1350
1020 K$="# DAVID KIMBERLIN WYER.
1030

```


[illegible]

```

1850 Z=24
1860 GOSUB 1350
1870 FOR N=110 TO 155 STEP 8
1880 CALL SOUND(100,M,0)
1890 NEXT N
1900 CALL HCHAR(24,1,32,32)
1910 K$="LOOSE ANOTHER LIFE"

1920 Z=24
1930 GOSUB 1350
1940 FOR N=110 TO 210 STEP 8
1950 CALL SOUND(100,N,0)
1960 NEXT N
1970 CALL HCHAR(24,1,32,32)
1980 P=P-1
1990 IF P=0 THEN 2290
2000 E=104
2010 CALL HCHAR(X,Y,112)
2020 GOTO 570
2030 CALL HCHAR(X,Y,E)
2040 FOR N=250 TO 110 SEP-8
2050 CALL SOUND(100,N,0)
2060 NEXT N
2070 FOR N=5 TO 9
2080 CALL COLOR(N,2,16)
2090 NEXT N
2100 K$="HA HA YOU HIT A FLAG"
2110 Z=24
2120 GOSUB 1350
2130 FOR N=262 TO 110 STEP -8
2140 CALL SOUND(100,N,0)
2150 NEXT N
2160 CALL HCHAR(24,1,32,32)
2170 K$="LOSE ANOTHER LIFE"
2180 Z=24
2190 GOSUB 1350
2200 FOR N=196 TO 230 STEP 8
2210 CALL SOUND(100,N,0)
2220 NEXT N
2230 CALL HCHAR(24,1,32,9)
2240 P=P-1
2250 IF P=0 THEN 2290
2260 CALL HCHAR(X,9,120)
2270 E=104
2280 GOTO 570
2290 CLEAR SCREEN(2)
2300 CALL COLOR(1,16,16)
2310 FOR N=5 TO 9
2320 CALL COLOR(N,9,16)
2330 NEXT N
2340 K$="GUESS YOU RAN"
2350 Z=10
2360 GOSUB 1350
2370 K$="OUT OF LIVES"
2380 Z=12
2390 GOSUB 1350
2400 INPUT T$ "DO YOU WANT TO PLAY
AGAIN?":T$="Y" THEN 100
2410 IF
2420 END
2430

```


Have you got an appetite for numbers? Then this is the game for you — or rather for your snake. You haven't got a snake? Never fear — you'll find one in the Number Patch. You control a snake with a big appetite. For numbers. But only the right numbers. He's a bit of a gourmet this snake, he'll only eat the numbers 0, 1, 2, 3, 4, 5 and 6. If he eats a 7, 8 or 9 then he'll suffer a fatal case of food poisoning. You'll also come to a sticky end if you run into the wall of the number patch — or if you start eating your own tail!

Full instructions are included in the program as an aid to your eating habits. We hope it all adds up to a good game! Bon Appetite!

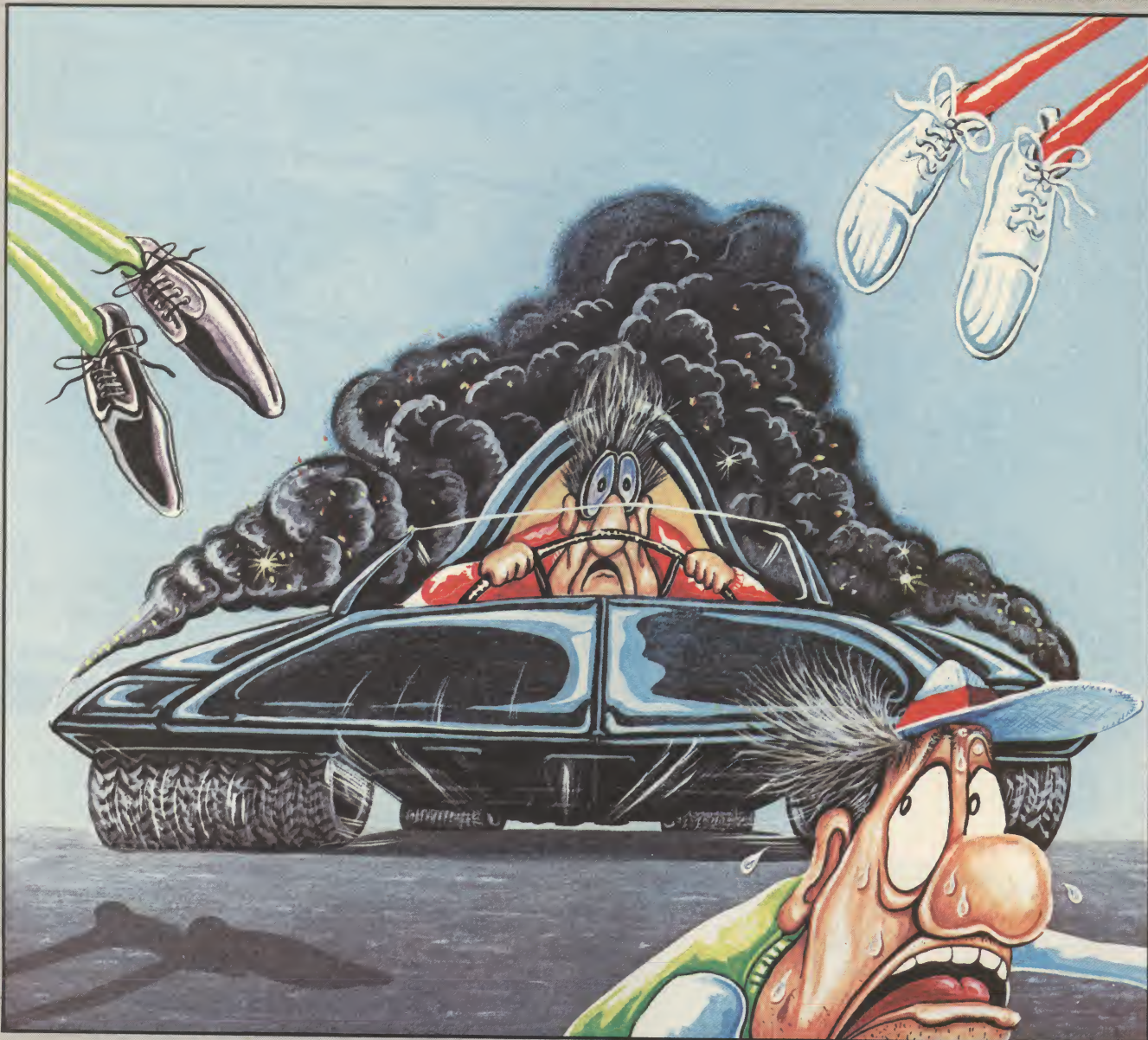
```

100 PRINT "Q": GOSUB 880: HT=0
110 REM ***** SET UP VARIABLES *****
120 K=18: SC=0: LV=0
130 N=0: A1=0: A2=0: A3=0: A4=0: A5=0: A6=0: J=(K/3)*2
140 GOSUB 580
150 REM ***** MOVEMENT *****
160 A=32768+540: X=251
170 POKER: X: POKER: 1: 81
180 IF PEEK(166)=28 THEN N=40: X=236
190 IF PEEK(166)=36 THEN N=-40: X=254
200 IF PEEK(166)=24 THEN N=1: X=236
210 IF PEEK(166)=32 THEN N=-1: X=251
220 IF N=0 THEN GOTO 170
230 Z=PEEK(A+N)
240 IF Z<320RZ>54 THEN GOTO 290
250 IF Z>47 AND Z<55 THEN GOSUB 480
260 A6=A5: A5=A4: A4=A3: A3=A2: A2=A1: A1=A: A=A+N
270 POKER: A6: 32: GOTO 170
280 REM ***** DEATH SCENE *****
290 M=0: IF SC>HIT THEN HI=SC: M=1
300 PRINT "YOU JUST KILLED YOURSELF. TWIT !!!"
310 IF Z=81 THEN GOSUB 1130
320 IF Z=102 THEN GOSUB 1160
330 IF Z>54 AND Z<58 THEN GOSUB 1190
340 PRINT "*****YOUR SCORE =": HT
350 PRINT "*****HIGH SCORE =": HT
360 IF M=1 THEN GOTO 400
370 PRINT "HARD LUCK. YOU DIDN'T BEAT THE HIGH"
380 PRINT "SCORE !!! BUT THIS DOESN'T MEAN YOU'RE"
390 PRINT "A TOTAL FAILURE !!!": GOTO 410
400 PRINT "WELL DONE. YOU GOT THE HIGH SCORE !!!?"
410 PRINT "PRESS 1 TO SEE THE INSTRUCTIONS AGAIN !!!"
420 PRINT "PLAY THE ACTUAL GAME AGAIN (Y/N)"
430 GET A$: IF A$="Y" THEN PRINT "Q": GOTO 120
440 IF A$="I" THEN GOSUB 880: GOTO 120
450 IF A$="N" THEN END
460 GOTO 430

```

RUNS ON A PET IN 4K





```

5 LET X$=""
6 LET T=0
7 GOSUB 4000
10 CLS
11 PRINT "
12 PRINT "
20 PRINT "
30 PRINT "
40 PRINT "
50 PRINT "
60 PRINT "
70 PRINT "
80 PRINT "
90 PRINT "
100 PRINT "
110 PRINT "
120 PRINT "
130 PRINT "
140 PRINT "
150 PRINT "
160 PRINT "
170 PRINT "
180 PRINT "
190 PRINT "
200 PRINT "
210 PRINT "
220 PRINT "
230 LET A=PEEK 16396+256*PEEK 1
6397+1
235 IF LEV=2 THEN GOSUB 5000
240 LET A=A+641
250 LET T$=INKEY$
251 IF T$<>" " AND T$<>"0" AND T
$<>"9" THEN LET X$=T$
255 POKE A,0
260 IF X$="8" THEN LET A=A+1
270 IF X$="7" THEN LET A=A-33
280 IF X$="6" THEN LET A=A+33
290 IF X$="5" THEN LET A=A-1
300 IF PEEK A=134 THEN GOTO 200
305 LET T=T+1
310 IF PEEK A=128 THEN GOTO 700
315 IF PEEK A=8 THEN GOTO 6000
320 IF X$="7" OR X$="6" THEN PO
KE A,45
322 IF X$="8" OR X$="5" THEN PO
KE A,46
325 IF INKEY$="P" THEN LET X$="
326 IF X$="" THEN POKE A,46

```


PROGRAM NOTES:

11-220: Print track
250-330: Main loop
700-880: Crash display
890-930: Prompt user with "Another go?"
1000-1260: Spectacular start display
1220: Makes the computer pause
2000-2140: Finish the course alive display
3000-3060: Prints "CHEAT" if user goes backwards over the start line
4000-4250: Prompt user with "Enter Level"
5000-5040: Print random oil slicks on the track (level 2 only)
6000-6140: Print "SKID" if you hit an oil slick
9000-9020: Save the program so that it can run automatically on loading.

VARIABLES:

XS — Direction car is travelling (5, 6, 7 or 8)
T — Time
A — Position of car in D-FILE
LEV — Level (1 or 2)
TS — Key being pressed
X — Multi purpose variable used all through the program
G — Pause (only used in line 870)
Y — COS (32/X) — used as a pause
Z1 — Random position of oil slick (Z1 + D-FILE)
Z — Number of oil slicks (line 5000 — FOR/NEXT loop)
SS — "DODGEM". Print SS would give "DODGE", because it is used for SAVEing the program.

Rev-up your sleek black racer for a challenging time-trial. All you have to do is guide your car around the circuit in the fastest possible time.

To make the challenge harder the author has built in two skill levels.

The first simply asks you to negotiate the twists and turns of the circuit, but the second introduces an oil slick hazard, which you must avoid at all costs!

The slicks appear at random positions on the screen and if you hit one the computer will

flash up a SKID! message.

Your car is represented by an 'T' when it is going left or right, and an 'H' going up or down. Control keys are '5'-left, '6'-down, '7'-up, '8'-right and '0'-stop. When the car is moving it will continue in that

direction until another key is pressed.

When this program has been entered, to save it on to cassette, type 'GOTO 9000'. This way it will run automatically on loading, and will print out the spectacular starting display.

RUNS ON A SINCLAIR ZX81 IN 4K

DODGEMS

BY MATTHEW WILKES

```
330 GOTO 250
700 PRINT AT 0,0;
705 FAST
710 FOR X=0 TO 6
720 PRINT AT X,15;"I"
730 PRINT AT X,(X+2);" "
740 PRINT AT X,(29-X);" "
750 NEXT X
760 PRINT
770 PRINT TAB 4;" "
780 PRINT TAB 4;" "
790 PRINT TAB 4;" "
800 PRINT TAB 7;" "
810 PRINT TAB 4;" "
820 FOR X=14 TO 21
830 PRINT AT X,15;"I"
840 PRINT AT X,(22-X);" "
850 PRINT AT X,(X+9);" "
860 NEXT X
865 SLOW
867 POKE A,CODE " "
870 FOR G=1 TO 100
880 NEXT G
890 PRINT AT 21,0;"DO YOU WANT
ANOTHER GO?"
900 IF INKEY$="" THEN GOTO 910
910 IF INKEY$="Y" THEN RUN
915 IF INKEY$="N" THEN GOTO 940
920 LET X$=""
930 GOTO 910
940 CLS
```

```
950 PRINT AT 10,10;"STOPPED"
960 STOP
1000 CLS
1010 PRINT " "
1020 PRINT " "
1030 PRINT " "
1035 PRINT " "
1040 PRINT " "
1050 PRINT " "
1060 PRINT " "
1070 PRINT " "
1080 PRINT " "
1090 PRINT " "
1100 PRINT " "
1110 PRINT " "
1120 PRINT " "
1130 PRINT " "
1140 PRINT " "
1150 PRINT " "
1155 PRINT " "
1160 PRINT " "
1165 PRINT " "
1170 PRINT " "
1180 PRINT " "
1185 FOR X=1 TO 5
1190 LET A$="NEWLINE"
1200 FOR X=1 TO 7
```



```

1205 IF INKEY$=CHR$ 118 THEN RUN
1210 PRINT AT 21,6+X;A$(X)
1220 LET Y=INT (COS (32/X))
1225 NEXT X
1230 PRINT AT 21,7;"LEVEL TIME"
1240 FOR X=1 TO 10
1245 IF INKEY$=CHR$ 118 THEN RUN
1250 NEXT X
1255 PRINT AT 21,7;" "
1256 FOR X=1 TO 5
1257 NEXT X
1260 GOTO 1190
2000 IF X$<>"5" THEN GOTO 3000
2010 CLS
2020 PRINT " 000 0 0 0 0 0"
2030 PRINT "0 0 0 0 0 0 0"
2040 PRINT "0 0 0 0 0 0 0"
2050 PRINT "0 0 0 0 0 0 0"
2060 PRINT "0 0 0 0 0 0 0"
2070 PRINT "0 0 0 0 0 0 0"
2080 PRINT " 000 0 0 0 0 0"
2090 PRINT
2100 PRINT "YOU MADE IT ALIVE,"
2110 PRINT "I AM SUPRISED."
2120 PRINT
2130 PRINT "YOUR TIME = ";T
2140 GOTO 890
3000 PRINT AT 0,0;
3010 PRINT "  CCCC H  H EEEEE
AAA TTTT 0"
3020 PRINT "  C  H  H E  A
A T 0"
3030 PRINT "  C  HHHH EEE  A
AAAA T 0"
3040 PRINT "  C  H  H E  A
A T 0"
3050 PRINT "  CCCC H  H EEEEE A
A T 0"
3060 GOTO 890
4000 CLS
4010 PRINT "EEEEEE N  N TTTTT EE
EEE RRRR"
4020 PRINT "E  NN N  T  E
R R"
4030 PRINT "EEE  N N N  T  EE
E RRRR"
4040 PRINT "E  N  NN  T  E
R R"
4050 PRINT "E  N  N  T  E
R R"
4060 PRINT "EEEEEE N  N  T  EE
EEE R R"
4070 PRINT
4075 PRINT
4080 PRINT "L  EEEEE U  U EE
EEE L"

```

```

4090 PRINT "L  E  U  U E
L"
4100 PRINT "L  EEE  U U  EE
E L"
4110 PRINT "L  E  U U  E
L"
4120 PRINT "L  E  U  E
L"
4130 PRINT "LLLLL EEEEE  U  EE
EEE LLLLL"
4140 PRINT
4150 PRINT "1 = NORMAL TRACK,"
4160 PRINT
4170 PRINT "2 = OIL SLICKS."
4180 PRINT
4190 PRINT "LEVEL = ";
4200 INPUT LEV
4205 IF LEV<>1 AND LEV<>2 THEN G
OTO 4000
4210 PRINT LEV
4220 PRINT
4230 PRINT "PRESS ANY KEY TO STA
RT GAME."
4240 IF INKEY$="" THEN GOTO 4240
4250 RETURN
5000 FOR Z=1 TO INT (RND*10)+10
5010 LET Z1=INT (RND*700)
5020 IF PEEK (A+Z1)=0 THEN POKE
A+Z1,8
5030 NEXT Z
5040 RETURN
6000 CLS
6010 PRINT "  SSS  K  K  IIIII DD
"
6020 PRINT "S  K  K  I  D
D"
6030 PRINT "S  K K  I  D
D"
6040 PRINT "  SSS  KK  I  D
D"
6050 PRINT "  S K K  I  D
D"
6060 PRINT "S  S K K  I  D
D"
6070 PRINT "  SSS  K  K  IIIII DD
"
6080 PRINT
6090 PRINT
6100 PRINT
6110 PRINT "OIL SLICK"
6120 PRINT
6130 PRINT
6140 GOTO 890
9000 LET S$="DODGEM"
9010 SAVE S$
9020 RUN 1000

```


CHOPLIFTER



The game that is taking the States by storm is now available for the VIC-20. CHOPLIFTER. Another fine game distributed by Audiogenic.

CHOPLIFTER:
Cartridge-based VIC-20 game. £24.95 (inclusive p & p and VAT).
Available from Audiogenic Ltd., PO Box 88, Reading, Berks.
(0734) 586334, or from the nationwide dealer network.

audiogenic LTD

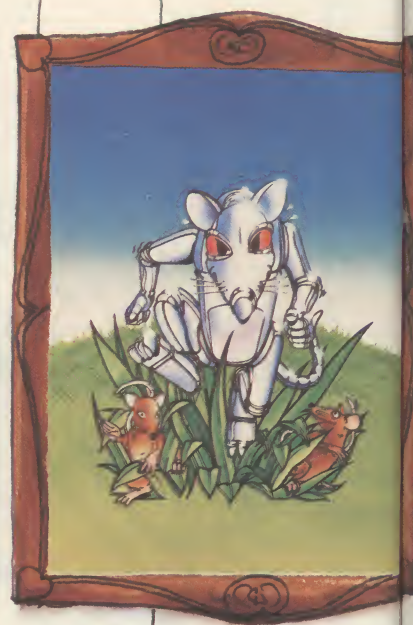
EVERY ONE A N



ORBITER



ALIEN DROPOUT



CYBER RATS



SLIPPERY SID



INVADERS

THE SILVERSOFT COLLECTION

Silversoft, Masters of the video canvas present the first of a timeless collection of Elektrik Artwork for the connoisseur. Our skilled artists have toiled over their electronic easels to produce these moving masterpieces - now being exhibited throughout the galaxy. Complete details of these classic programs may be found in our fully illustrated catalogue.* Your local software gallery can arrange a viewing - so beam down there and pick up an original. Don't forget Silversoft still deliver direct to anywhere in the known universe (Post Office willing). If your local (art) dealer is out of stock then please contact us straight away.

* A must for serious collectors.

ALSO AVAILABLE FROM BRANCHES OF W.H.SMITH, BOOTS, JOHN MENZIES & ALL GOOD COMPUTER STORES.

Send to: **SILVERSOFT Ltd**
LONDON HOUSE
271-273 KING ST
LONDON W6
TEL: 01-748 4125

Please note: Due to expansion we have moved to larger premises, we apologise in advance for any inconvenience to our customers.

MASTERPIECE



ASTEROIDS



STARSHIP ENTERPRISE



GROUND ATTACK



ZX SPECTRUM SOFTWARE

ORBITER	£5.95
GROUND ATTACK	£5.95
CYBER RATS NEW	£5.95
SLIPPERY SID NEW	£5.95
STARSHIP ENTERPRISE	£5.95
MUNCHER	£5.95

ZX81 SOFTWARE (16K ONLY)

<input type="checkbox"/> INVADERS	£3.95
<input type="checkbox"/> ASTEROIDS	£3.95
<input type="checkbox"/> ALIEN DROPOUT	£3.95
<input type="checkbox"/> MUNCHER (ZX81)	£4.95
<input type="checkbox"/> STARTREK	£3.95
<input type="checkbox"/> ZX COMPILER	£5.95

Response Coupon

Tick box(es) as required

I enclose a cheque/PO for

Name

Address

.....

.....

I require a free catalogue ☐

I know we've had some weird and wonderful games tucked away within the pages of Computer and Video Games — but this one just about tops the lot.

It's the ideal pastime for those of you who like talking about your illnesses, or trips to hospital, or visits to the doctor... that sort of stuff. In fact you could call this *C&VG's* contribution to the health of the nation.

You may not believe it, but here's a brief rundown of what you'll get if you feed this into your Vic. Are you sitting comfortably? Then I'll begin. You are sitting in a doctor's

```

1 PRINT"J":POKE36879,59
2 PRINT"WELCOME TO DR.VIC'S SURGERY.PLEASE MAKE YOURSELF COMFORTABLE"
3 PRINT"AND TELL HIM YOUR PROBLEM!"
5 POKE36878,15:V9=36876
10 GOSUB380
30 L$=H$:B$="":PRINT"J";
40 GETH$:IFH$=""THENPOKEV9,0:GOTO40
50 V=ASC(H$):IF(V=13ORV=20)ANDB$=""THEN40
55 POKEV9,INT(RND(0)*80)+131
60 IFV=13THENPRINT"J":GOTO110
70 PRINTH$:IFV=20THENB$=LEFT$(B$,LEN(B$)-1):GOTO40
80 IFV=44THENH$=" "
90 IFV<39THENB$=B$+H$
100 GOTO40
110 H$=B$+" ":L=LEN(H$):POKEV9,0:IFTI$<"000250"GOTO130
120 PRINT"TIME UP!!"
125 GOTO1000
130 IFL>30THENPRINT"DON'T YOU SAY LONG SENTENCES!"PRINT"PLEASE EXPLAIN!"GOTO30
140 IFH$=L$THENPRINT"WHY ARE YOU REPEATING YOURSELF?"GOTO30
160 FORJ=1TOE:T$(J)="":NEXTX=X+1:T$(X)=MID$(H$,Z,J-Z):Z=J+1
170 IFMID$(H$,J,1)=" "THENX=X+1:T$(X)=MID$(H$,Z,J-Z):Z=J+1
180 NEXT
190 FORJ=1TOA:K$=K$(J):FORJ=1TOX:T$=T$(J)
200 IFK$=T$+T$(J+1)THENK=J1:J=X:J1=A:GOTO220
210 IFK$=T$THENK=J1:J=X:J1=A
215 POKEV9,INT(RND(0)*100)+155
220 IFRIGHT$(T$(X),3)="EYE"THENS0=1
225 NEXTJ,J1
230 POKEV9,0
240 IFK=0THENPRINT"I UNDERSTAND":PRINT"PLEASE CONTINUE"GOTO360
250 PRINT$(K)
260 IFSD=1THENPOKEV9,0:GOTO1000
360 K=0:GOTO30

```

Dr. Vic

RUNS ON AN UNEXPANDED VIC-20

BY L. BRAIN





surgery. Let's call our friendly GP Doctor Vic.

All you have to do is tell the good doctor your problems. Then the doctor will tell you what's wrong with you.

If you've programmed this in I've got a good idea what's wrong — but we don't want to lose any readers so I won't say anything!

And that's about it really—except you'll probably die laughing at the dear doctor's diagnosis! If you are feeling down in the dumps then the C&VG doctor will soon have you in stitches...

Program notes:

Lines; 1-400:main loop.
480-500:key words the computer responds to.
600-760: responses to your sentences. 1000-1060:end of program routine and diagnosis.

```

380 A=40:B=40:DIMK(A),R$(E):TI#="000000"
390 FORJ=1TOA:READK(J):NEXT
395 FORJ=1TOR:READR(J):NEXT
400 RETURN
480 DATA IM,IAM,ICANT,IWONT,IDONT,WANTA,WANTTO,IFEEL,CANI,CANTI,CANYOU,DONTYOU,
APEYOU
490 DATA WHO,HOW,WHAT,WHERE,WHEN,WHY,YOUARE,YOURE,YOUR,YOUMY,SORRY,YES,NO,HATE
LOVE
500 DATA THINK,GOOD,FRIEND,MONEY,IF,GREAT,COMPUTER,FOOD,SHUTUP,GOODBYE,EVE
505 DATA DID YOU THINK I'D BE SHOCKED TO HEAR THAT?,HOW LONG HAVE YOU BEEN LIKE
THAT?
510 DATA ONE NEVER KNOWS UNLESS ONE TRIES!,IS THAT WHY YOU WANT MY HELP?
520 DATA DO YOU WISH YOU COULD?,BUT WHAT IF YOU NEVER GOT IT?,WHY DO YOU WANT T
O DO IT?
530 DATA WHAT DO THESE FEELINGS SUGGEST TO YOU?,DO YOU REALLY WANT TO DO IT?
540 DATA WOULD IT HELP IF YOU COULD,WOULD IT HELP YOU?
550 DATA WHY ARE YOU CURIOUS TO KNOW IF I DO?,CAN YOU EXPLAIN WHY YOU ASKED
THAT?
560 DATA WHY DO YOU ASK THAT?,IS THAT OF INTEREST TO YOU?,PLEASE EXPLAIN!
565 DATA CAN YOU EXPLAIN WHY YOU ASKED THAT?,DO YOU REALLY WANT TO KNOW?
570 DATA CAN YOU CLARIFY THAT QUESTION?,WHY BRING ME INTO IT?
575 DATA PERHAPS IT'S ONLY IN YOUR IMAGINATION?
580 DATA "I THINK YOU ARE SUBCONSCIOUSLY TALKING ABOUT YOURSELF"
585 DATA HAVE YOU DEVELOPED AN INFATUATION FOR ME?,REALLY!?
590 DATA WHY ARE YOU APOLOGIZING?,WHAT MAKES YOU SAY YES?
600 DATA I THINK YOU REALLY WANTED TO SAY YES!,HAVE YOU ALWAYS HAD THIS NA
TE
710 DATA HOW REAL IS THIS LOVE?,YOU DON'T SEEM SURE!
720 DATA CAN YOU ELABORATE ON THAT?,DOES THE SUBJECT OF FRIENDS DISTURB YOU?
730 DATA WHY IS MONEY IMPORTANT TO YOU?,YOU DON'T SEEM SURE!
740 DATA WHAT DO YOU MEAN BY GREAT?,WHY DO COMPUTERS COME TO MIND?
750 DATA WHAT FOOD DO YOU LIKE MOST?,WHY DO YOU WANT ME TO SHUTUP?
760 DATA THAT WILL BE TEN POUNDS PLEASE, THANK YOU FOR TALKING TO ME
US
1000 DATA PARANOID,AGNOSTIC,A BARRATOR,A GLUTTON,A BIT SENTIENTIOUS,A SCOTCHHAGO
1010 FORV=1TO6:READX(V):NEXT
1020 LETQ=INT(RND(Q)*6)+1
1030 PRINT"MY DIAGNOSIS IS YOU ARE"
1040 PRINT"*****"X$(Q)
1045 CLR
1050 PRINT"NEXT PATIENT PLEASE"
1060 GOTO2

```


1090 REM
1100 REM The routine at lines 2440-2540
BBC User Guide

were found on page 432 of the

```

1110 REM
1120 ON ERROR GOTO 2550
1130 *TV255
1140 MODE 1
1150 VDU 19,2,6,0,0,0
1160 VDU 19,3,2,0,0,0
1170 VDU 23,230,16,16,146,254,254,254,130
1180 VDU 23,231,1,18,52,120,254,60,24,16
1190 VDU 23,232,252,120,120,127,120,120,252,0
1200 VDU 23,233,16,24,60,254,120,52,18,1
1210 VDU 23,234,65,127,127,127,127,73,8,8
1220 VDU 23,235,8,24,60,127,30,44,72,128
1230 VDU 23,236,0,63,30,30,254,30,30,63
1240 VDU 23,237,128,72,44,30,127,60,24,8
1250 VDU 23,238,0,60,66,90,90,66,60,0
1260 VDU 23,239,0,0,0,8,0,0,0,0
1270 PRINT:PRINT:COLOUR 1
1280 PRINT"
1290 PRINT:PRINT"The object of the game is to blow up your opponents tank"
1300 COLOUR 3
1310 PRINT:PRINT"The control keys are:"
1320 PRINT:COLOUR 1
1330 PRINT"
1340 COLOUR 2:PRINT"
1350 COLOUR 3
1360 PRINT
1370 PRINT"Clockwise D : "
1380 PRINT"Anti clockwise A L "
1390 PRINT"Forward S : "
1400 PRINT"Fire W P "
1410 PRINT:PRINT"Good luck"
1420 PRINT:PRINT"Hit "
1430 COLOUR 1:PRINT"RETURN"
1440 INPUT V$
1450 COLOUR 3.
1460 CLS
1470 PRINT:PRINT:PRINT
1480 PRINT"Enter number of trees. (1-200)"
1490 INPUT NT
1500 IF NT>201 THEN GOTO 1480
1510 PRINT"Enter 'I' for curvey shells"
1520 INPUT C$
1530 PRINT "Enter '1' to be able to blow up trees."
1540 INPUT D$
1550 CLS
1560 VDU 23:8202:0:0:0
1570 COLOUR 3
1580 FOR N=0 TO 39
1590 VDU 31,N,0:PRINTCHR$(238)
1600 VDU 31,N,29:PRINTCHR$(238)
1610 NEXT
1620 FOR N=0 TO 29
1630 VDU 31,0,N:PRINTCHR$(238)
1640 VDU 31,39,N:PRINTCHR$(238)
1650 NEXT
1660 FOR N=1 TO NT
1670 X=RND(39):Y=RND(29)
1680 A$=FNREADCH(X,Y)
1690 IF A$<>" " THEN GOTO 1670
1700 VDU 31,X,Y:PRINTCHR$(238)
1710 NEXT
1720 DIM C$(2):DIM A$(2):DIM F$(2):DIM S$(2):DIM X(2):DIM Y(2):DIM XX(2):DIM YY(2)
1730 C$(1)="D":A$(1)="A":F$(1)="S":S$(1)="W"
1740 C$(2)="":A$(2)="L":F$(2)="":S$(2)="P":X(1)=5:Y(1)=25:Y(2)=5:X(2)=35:XX(1)
)=0:XX(2)=0:P(1)=1:P(2)=5:Q(1)=0:Q(2)=1:Q(3)=1:Q(4)=1:Q(5)=0:Q(6)=-1:Q(7)=-1:Q(8)
)=-1
1750 R(1)=-1:R(2)=-1:R(3)=0:R(4)=1:R(5)=1:R(6)=1:R(7)=0:R(8)=-1:PP=0
1760 SOUND 1,0,5,2
1770 FOR N=1 TO 2
1780 COLOUR N
1790 VDU 31,X(N),Y(N):PRINTCHR$(229+P(N))
1800 NEXT N
1810 REM
1820 T$=INKEY$(0)
1830 *FX15,1
1840 FOR N=1 TO 2
1850 IF N=1 THEN M=2 ELSE M=1
1860 COLOUR N
1870 IF T$<>C$(N) THEN GOTO 1910
1880 P(N)=P(N)+1:SOUND N+1,-6,20+N*2,3
1890 IF P(N)=9 THEN P(N)=1
1900 VDU 31,X(N),Y(N):PRINTCHR$(229+P(N)):GOTO 2030
1910 IF T$<>A$(N) THEN GOTO 1950
1920 P(N)=P(N)-1:SOUND N+1,-6,25+N*2,3
1930 IF P(N)=0 THEN LET P(N)=8
1940 VDU 31,X(N),Y(N):PRINTCHR$(229+P(N)):GOTO 2030
1950 IF T$<>F$(N) THEN GOTO 2030
1960 SOUND N+1,-10,N+1,3
1970 VDU 31 X(N),Y(N):PRINT " "
1980 D=P(N)
1990 X(N)=X(N)+Q(D):Y(N)=Y(N)+R(D)
2000 J$=FNREADCH(X(N),Y(N))
2010 IF J$<>" " THEN GOTO 2230
2020 VDU 31 X(N),Y(N):PRINTCHR$(229+P(N))
2030 IF T$=S$(N) AND XX(N)=0 THEN XX(N)=X(N)+Q(P(N)):YY(N)=Y(N)+R(P(N)):U(N)=P(
N):PP=1:SOUND 0,-15,4,1:SOUND 0,-15,6,2

```



TANK

RUNS ON A BBC MODEL B

Sherman, Panzer, Churchill, Tiger — everyone's playing Tank Battle! Start making tracks to the battlefield by programming in this all-action war-game simulation. But don't get your turret in a twist otherwise you'll be suffering from shell-shock!



TANK BATTLE

AVAILABLE IN 32K FOR TWO PLAYERS

BY J. WHITING

This is a version of that well known arcade armour-battle — one of the very first video games.

The object of the game is to destroy your opponents' tank — which is prowling the battlefield looking out for a chance to do the same to you!

You can alter the appearance of the battlefield each time you play by selecting the number of trees you want, from 1-200, and you can also introduce a new twist — or more accurately a curve — into the game.

By selecting the option at the start of each game

you can add a nice curve to the path of your shells fired at the enemy.

Another option available to tank commanders is the exploding tree feature! Well, all that really happens is that trees blow up should a shell hit them...

What makes this game

a testing challenge is that you can take on an opponent on equal terms and not have to battle with the superior intelligence of the computer.

Full instructions are included in the program, which provides a real challenge to would-be Field-M Marshals.

The thinking magazine for adventure gamers is here.

From a minor hobby, adventure gaming in Britain has now grown into a major enthusiast activity with players of all ages enjoying the drama, excitement and interest that it provides.

Launching this month, the new IMAGINE™ magazine will provide not only a comprehensive reference point but also a dynamic introduction to the adventure gaming world.

IMAGINE™ magazine is a must for all gaming enthusiasts as a means of keeping in touch with their specialist field.

Its 48 pages will feature:

- * Exclusive editorial features on all aspects of adventure gaming.
- * New game scenarios and 'brief encounters' for you to introduce into your own game campaigns.
- * Aids and supportive information for all types of adventure game systems.
- * News and reviews on games introductions and activities within the hobby in Britain, the USA and around the world.
- * Complete new adventure fiction from writers like Anne McCaffrey (author of the 'DRAGONQUEST' books).
- * Personal views and comments from Gary Gygax and other leading personalities in the adventure gaming world.
- * A forum for gamers to air their views.
- * A running diary of forthcoming events.

Reserve your copy of the launch issue of IMAGINE™ magazine now with your local newsagent or gaming retailer.

SPECIAL SUBSCRIPTION OFFER

For a 12 months subscription, just complete in block caps and mail the coupon below, together with your cheque or postal order payable to TSR Hobbies (UK) Ltd. for the Special Subscription Price of £12.

(Normal Subscription Price, including postage would be £15.12, so you save £3.12)

IMAGINE™

MAGAZINE

To: TSR Hobbies (UK) Ltd The Mill Rathmore Rd
Cambridge CB1 4AD

Please send me 12 months subscription to
IMAGINE™ magazine

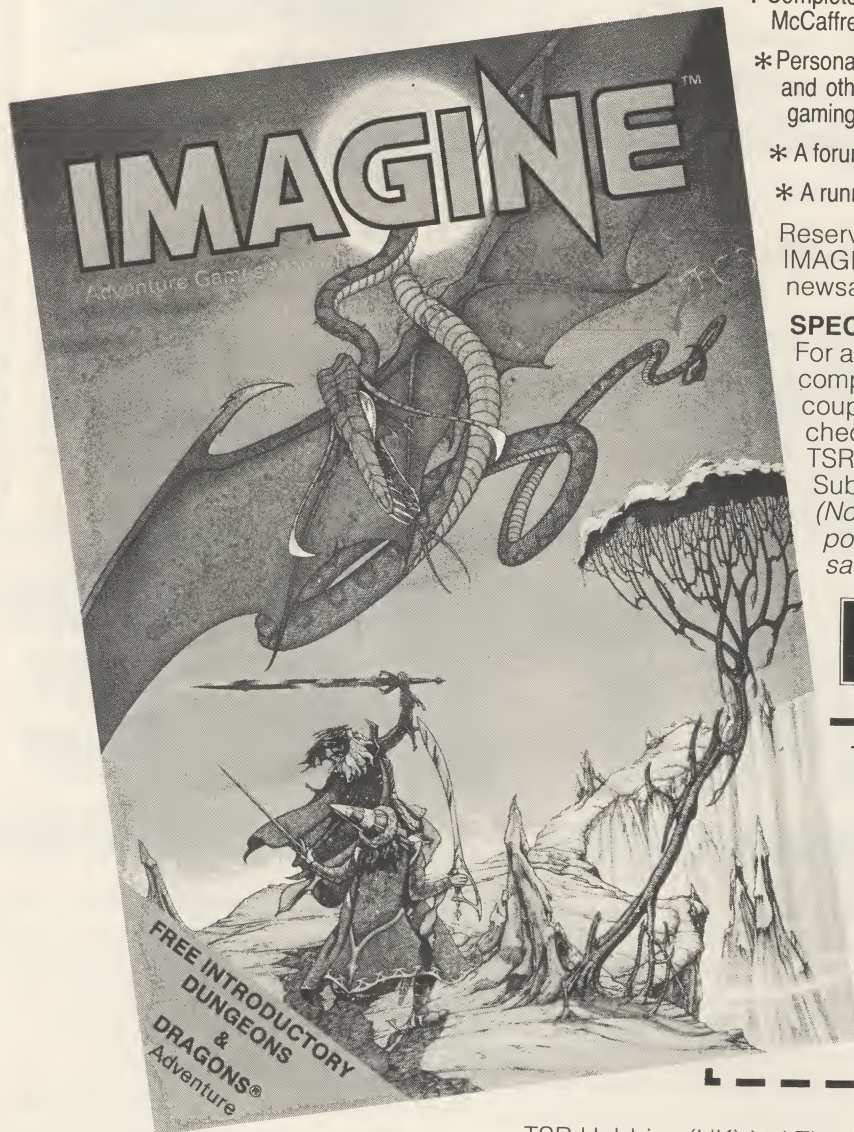
Signature

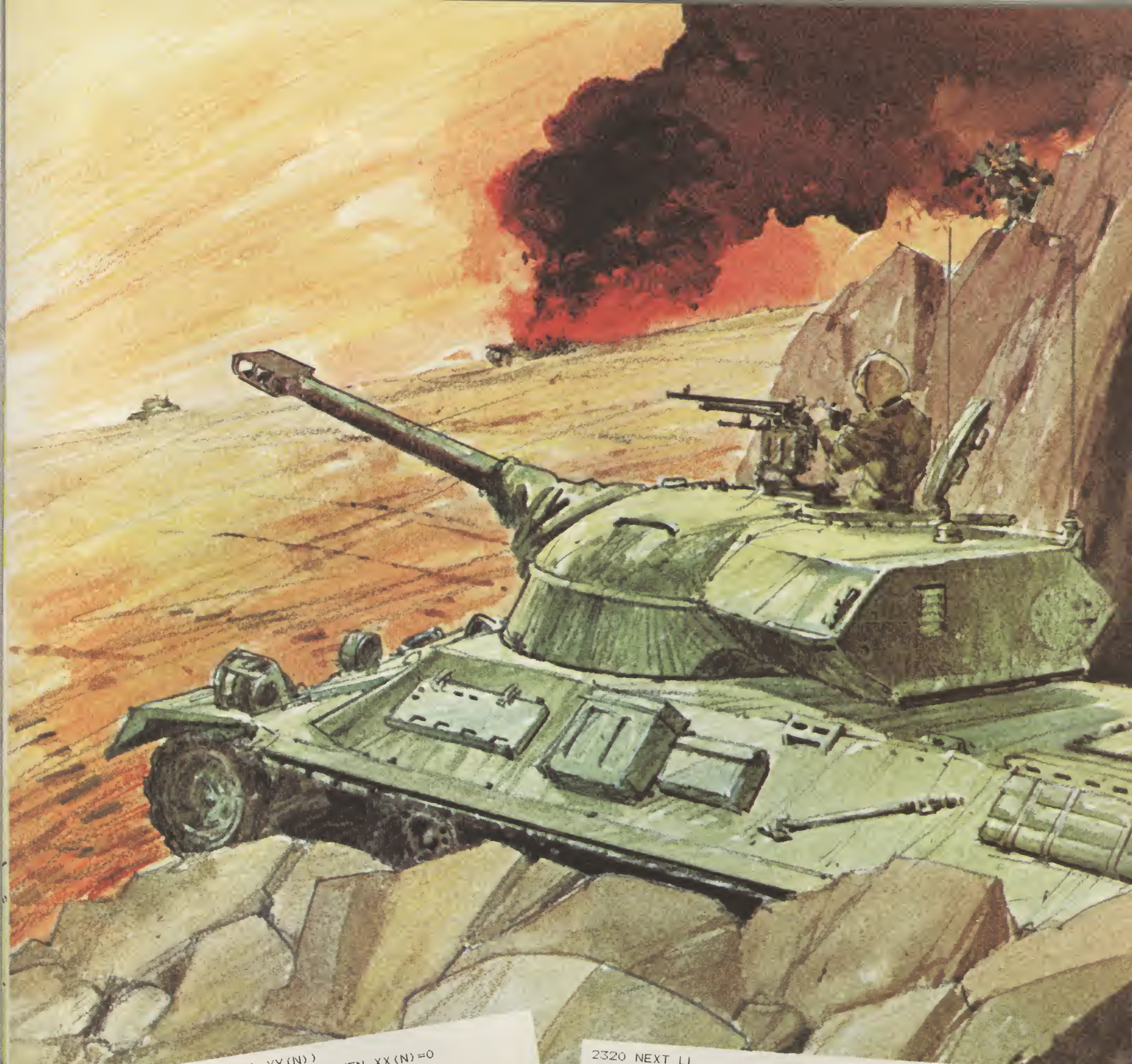
Name

Address

I enclose my cheque/P.O. for £12.

IMAGINE™ magazine is published by
TSR Hobbies (UK) Ltd The Mill Rathmore Road Cambridge CB1 4AD





```

2040 J$=FNREADCH(XX(N),YY(N))
2050 IF PP=1 AND J$=CHR$(238) THEN XX(N)=0
2060 PP=0
2070 IF XX(N)<>0 THEN GOSUB 2100
2080 NEXT N
2090 GOTO 1810
2100 FOR L= 1 TO 2
2110 IF C% =1 THEN U(N)=P(N)
2120 VDU 31,XX(N),YY(N):PRINT " "
2130 XX(N)=XX(N)+Q(U(N)):YY(N)=YY(N)+R(U(N))
2140 J$=FNREADCH(XX(N),YY(N))
2150 IF XX(N)=X(M) AND YY(N)=Y(M) THEN GOTO 2230
2160 IF XX(N)=X(M) AND YY(N)=Y(M) THEN N=M :GOTO 2230
2170 IF J$<>CHR$(238) THEN GOTO 2200
2180 IF D%=1 AND XX(N)<>0 AND XX(N)<>39 AND YY(N)<>0
AND YY(N)<>29 THEN VDU 31,
XX(N),YY(N):PRINT " ":SOUND 2,-14,4,3
2190 XX(N)=0:SOUND 2,-14,4,3:RETURN
2200 VDU 31,XX(N),YY(N):PRINTCHR$(239)
2210 NEXT L
2220 RETURN
2230 SOUND 1,-13,50,1
2235 COLOUR N
2240 SOUND 0,-15,6,20
2250 SOUND 0,-12,6,2
2260 SOUND 0,-9,6,2
2270 SOUND 0,-7,6,1
2280 FOR NN=1 TO 15
2290 FOR LL=230 TO 237
2300 VDU 31,X(N),Y(N)
2310 PRINTCHR$(LL)

```

```

2320 NEXT LL
2330 NEXT NN
2340 FOR N=1 TO 3000:NEXT N
2350 VDU 31,1,30
2360 FOR N=1 TO 33:FOR NN=1 TO 30:NEXT NN:PRINT:NEXT N
2370 CLS
2380 PRINT:PRINT:PRINT"do you want another game.(Y/N)"
2390 *FX15,0
2400 A$=GET$
2410 IF A$="Y" THEN RUN
2420 IF A$="N" THEN PRINT"See you later!":END
2430 GOTO 2390
2440 DEF FNREADCH(X,Y)
2450 LOCAL AX, LASTX, LASTY, C
2460 LASTX=POS
2470 LASTY=VPOS
2480 VDU 31,X,Y
2490 AX=135
2500 C=USR(&FFF4)
2510 C=C AND &FFFF
2520 C=C DIV &100
2530 VDU 31, LASTX, LASTY
2540 = CHR$(C)
2550 RUN
>P.

```

>P.LISTING COURTESY OF KING EDWARD VII SCHOOL

BBC, DRAGON & ATARI GAMES FROM QUICKSILVA

DRAGON MINED-OUT

On Screen Features:

Tricky Mines, Damsels in distress, Mine detection indicator, 9 levels of minefield, Safe area, Progressive difficulty, Scoring, High score feature, Full instructions.

Controls: Up-Down-Left-Right.

Special Features: Bill the Worm, Bugs (mines with legs), Mine Spreaders, Action Replay.

Author: **Ian Andrew**

ATARI 400/800 MAGIC WINDOW

Define characters on 8x8 grid. Save to tape. Load from tape. Freely merges character sets into existing programs. Hex & Dec. O/Ps. Character manipulation: Mirror, rotate, invert, left, right, up, down, hold, wipe, cancel. Redefine whole character set. Also works in colour mode. Excellent examples supplied.

16K RAM or more.
Author: **M. Walker**

As part of the plan to expand their range to cover all the most popular personal computers QUICKSILVA are proud to introduce 3 new programs for the BBC Computer, plus a version of their popular "MINED-OUT" game for the Dragon and also a character generating program for the Atari 400/800 "MAGIC WINDOW".

BBC GAMES MUSIC PROCESSOR

Exploits your BBC music potential to its limits.

Features: Full push button operation, over 30 separate functions for recording, mixing, editing and sound effects etc. 4 channels, 5 octaves, 100,000 envelopes easily selected. Over 2000 note storage capacity. Ready made music files included.

Author: **Andy Williams**
For model A or B

PROTECTOR

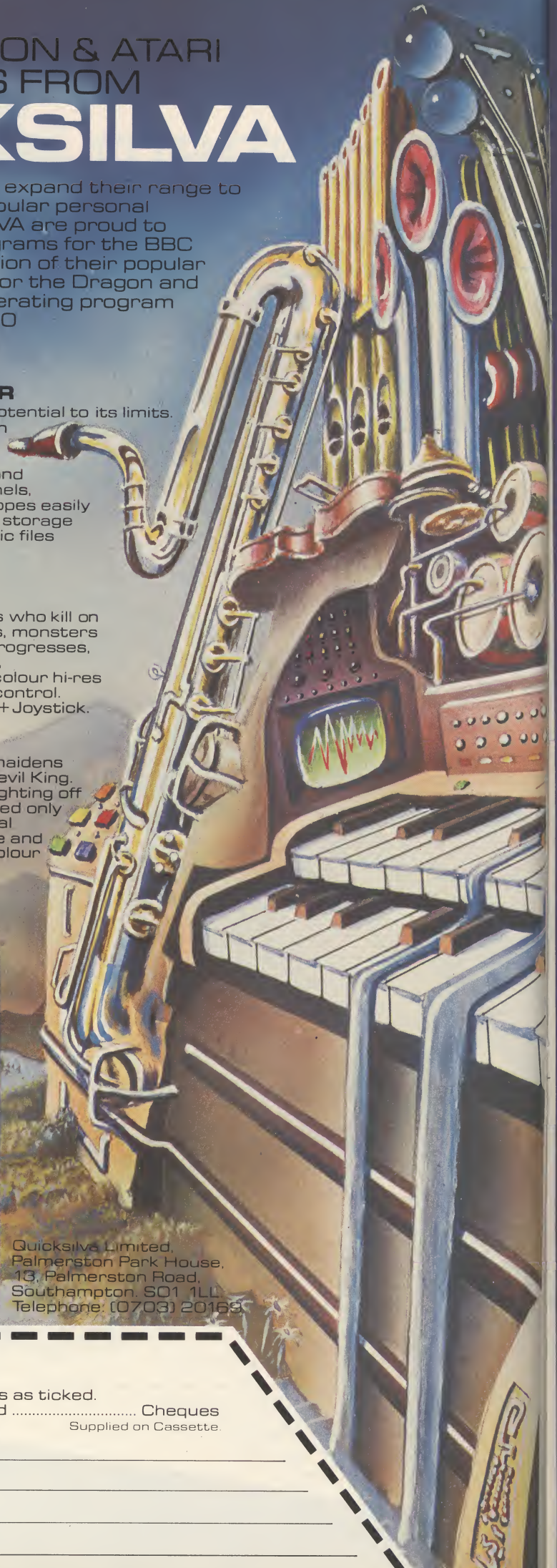
Features: Pods, monsters who kill on contact, mine laying UFO's, monsters increase in size as game progresses, new pods every 1000 pts., hyperspace function. Full colour hi-res graphics, sound. Joystick control.

For the model B with 16K + Joystick.
Author: **Andy Green**

WIZARD

The lands most beautiful maidens are being sacrificed by an evil King. Can you be their saviour, fighting off hordes of evil demons armed only with your wand and magical powers. A most compulsive and original game with hi-res colour graphics and full sound.

Author: **A. R. Buckley**
For the model B with 32K



MAGIC WINDOW FOR THE ATARI 400/800 FROM QUICKSILVA



CHARACTER GENERATOR
WITH FULL JOYSTICK CONTROL

MINED-OUT FROM QUICKSILVA



Please send order to
**Quicksilva Limited,
Palmerston Park House,
13, Palmerston Road,
Southampton.**

BBC GAMES

Music Processor £14.95 ☐
Protector £7.95 ☐
Wizard £6.95 ☐

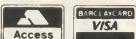
DRAGON GAME

Mined-Out £5.95 ☐

ATARI 400/800 GAME

Magic Window £8.95 ☐

WARNING: These programs are sold according to QUICKSILVA Ltd's terms of trade and conditions of sale. Copies of which are available on request.



Please send me the games as ticked.

Total cheque/P.O. enclosed Cheques
payable to Quicksilva Supplied on Cassette.

Name

Address

Quicksilva Limited,
Palmerston Park House,
13, Palmerston Road,
Southampton, SO1 1LL
Telephone: (0703) 20169

VIC20 GAMES FROM QUICKSILVA

TORNADO VIC20 GAMES FROM QUICKSILVA



VIC20
+ JOYSTICK

TORNADO: In the midst of the Colony Wars ships are attacking you from the air, you have three types of ground base to bomb. Features: Full Colour, Hi-Res Graphics, Sound, Increasing Speed, High Score, Progressive Difficulty, Random Landscape, Explosions. By Charter for the unexpanded VIC20 + Joystick.

PIXEL GAMES

HARVESTER & BRAINSTORM

A cut-throat strategy game to reap valuable boosterspace around the planet Delta. Hi-Res Graphics and lots of fun for two to four players. For the unexpanded VIC20.

STARQUEST/ ENCOUNTER

A voyage of discovery and adventure in the cosmos. With the help of your onboard computer you seek a habitable planet amidst the perils of deep space. For the VIC20 + 16K RAM.

QUICKSILVA are proud to introduce Skyhawk written by Charter for the VIC20 personal computer, many more amazing games to come!

SKYHAWK: Features Multi-colour, Hi-res 3-D Effect Graphics, Realistic Scrolling Landscape, Aircraft Landing and Refueling, Radar and Aircraft Status Displays, High Score Save, Full Sound Effects, Varying Formations of Attacking Aircraft, Extra Life at 3000 pts, Fuel Low Warning, Realistic Explosions. For the VIC20+3K or 8K expansion + Joystick.

PIXEL POWER



VIC20 8 OR 16K
To create user-definable characters
in your own programs.

PIXEL

PIXEL POWER

A graphics workshop packed with useful features such as Create, Amend, Save and View Set. For the VIC20 with 8K or more added RAM.

SUBSPACE STRIKER & ZOR

It comes from out of nowhere and then vanishes back into the ether. With your deadly antimat torpedoes, you unleash havoc in the Federation's Spacelanes.

For the
VIC20 +
16K
RAM.

HARVESTER



VIC20 UNEXPANDED
A Cut-Throat game of Strategy & Fun
Plus - BRAINSTORM

PIXEL

TRADER

A trilogy of 16K programs that combine to give an epic 48K graphic adventure. As a galactic trader, you deal with some very bizarre customers indeed. Will you live to tell the tale? Supplied in a box with extensive instruction booklet.

STARQUEST

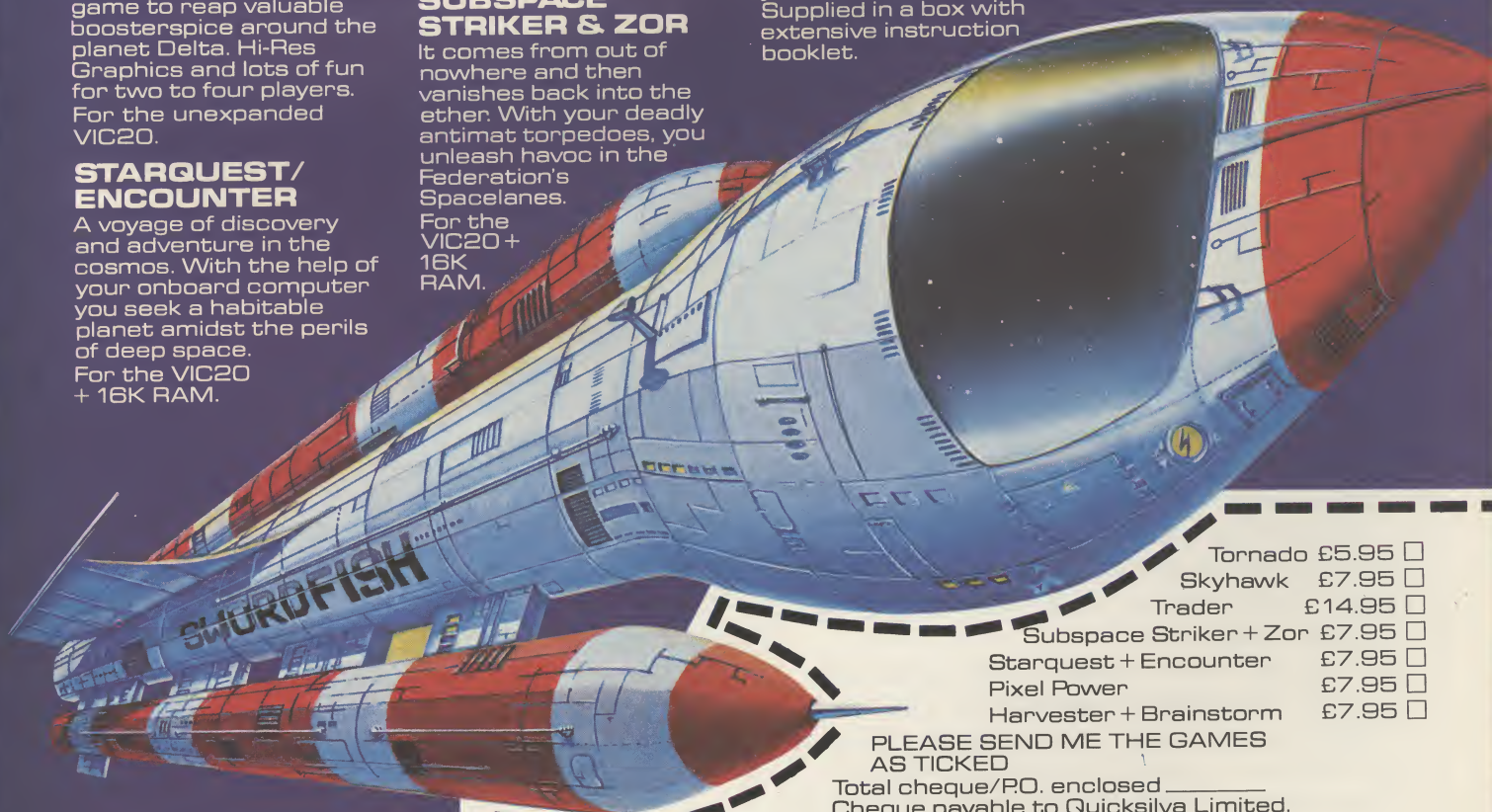


VIC20 16K GAME
A voyage of Adventure and Discovery
Plus ENCOUNTER-IO Game

PIXEL



For the VIC20 + 16K
RAM.



Tornado	£5.95	<input type="checkbox"/>
Skyhawk	£7.95	<input type="checkbox"/>
Trader	£14.95	<input type="checkbox"/>
Subspace Striker + Zor	£7.95	<input type="checkbox"/>
Starquest + Encounter	£7.95	<input type="checkbox"/>
Pixel Power	£7.95	<input type="checkbox"/>
Harvester + Brainstorm	£7.95	<input type="checkbox"/>

PLEASE SEND ME THE GAMES
AS TICKED

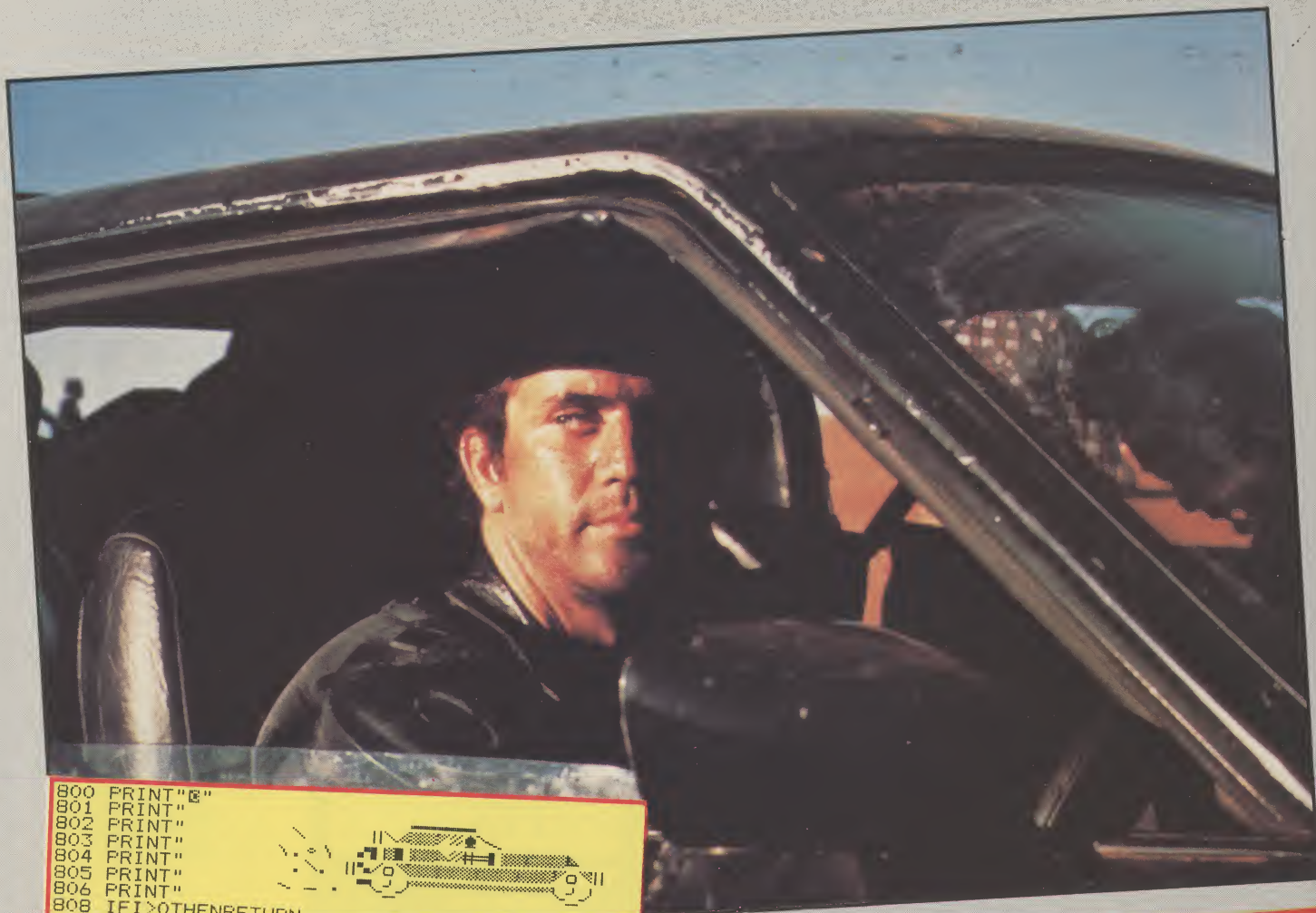
Total cheque/P.O. enclosed _____
Cheque payable to Quicksilva Limited.

Please send your order to:
QUICKSILVA LIMITED,
PALMERSTON PARK HOUSE,
13 PALMERSTON ROAD,
SOUTHAMPTON.
TEL: (0703) 20169.

NAME

ADDRESS

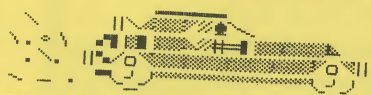
SUPPLIED ON CASSETTE



```

800 PRINT "E"
801 PRINT "
802 PRINT "
803 PRINT "
804 PRINT "
805 PRINT "
806 PRINT "
808 IF I>0 THEN RETURN
810 PRINT "
812 PRINT "
814 PRINT "
816 PRINT "
818 PRINT "
820 PRINT "
822 PRINT "
824 PRINT "
826 PRINT "
828 PRINT "
830 PRINT "
832 PRINT "
834 PRINT "
836 PRINT "
838 PRINT "
840 PRINT "
842 PRINT "
850 RETURN

```



**MAD
MAX**

RUNS ON A SHARP MZ-80K

BY BASIL ZIMMO

Motorway-madness takes on a whole new meaning in the world of Mad Max. The apocalypse has been and gone — and Max is king of the roads. Petrol has replaced gold as the most valuable commodity — and Max is out to corner the market. He needs fuel to maintain his position as a self-appointed 21st century traffic-warden, tracking down drivers who break the rules of the road — the kingdom of Mad Max.

You can become Max in this riotous road race. You receive a message that there is a petrol station which has managed to hang on to a stockpile of fuel. You leap into your supercharged vehicle and roar off through the

bleak countryside. You race through deserted suburbs, over a bridge, through a farm, a barren forest and past a city before the petrol station comes into view.

If you hit anything along the way — obstacles include the wrecks of cars that have attempted to reach the fuel, or if you go off the road, the game will end. The further along the road you get, the more points you collect. If you manage to reach the petrol and claim the fuel you'll get 5,000 points.

Keys A, D, W, and X control the action. If you want to make the game even more difficult try using the X key to move forward. That way less of the road is visible!

We know it's a long program to key in — but the game is extremely addictive and well worth all the effort!


```

1 REM * MAD MAX
2 REM * Copyright 1982
3 REM * BASIL ZIMMO
4 REM
5 GOSUB800
6 DIMR$(255),P$(7):FORI=0TO255:READR$(I):NEXT:FORI=1TO7:READP$(I):NEXT
7 DIMHS(20),HS$(20):PL=0:PRINT"***** MAD MAX *****"
8 PRINT:PRINT:GOSUB801
9 PRINT"CONTROLS":PRINT"
10 INPUT"ENTER NUMBER OF PLAYERS ?";N
11 IFN<1THENUSR(62):GOTO25
12 NU=0:PL=PL+1:IFPL>NTHEN 510
13 PRINT"PLAYER";PL:" TO MAKE A RUN":FORI=1TO2000:NEXT
14 X=53828:R=24:PRINT"
15 FORI=0TO23:PRINTTAB(8);R$(I):NEXT
16 FORI=1TO500:NEXT:POKEX,M
17 POKE4514,240:USR(68):POKE17828,0:GETA$:IFA$=""THEN300
18 IFA$="A"THENA=-1:GOTO150
19 IFA$="D"THENA=1:GOTO150
20 IF(A$="X")*(X<54128)THENA=40:XS=XS+1:GOTO150
21 IF(A$="W")*(X>53847)THENA=-40:XS=XS-1:GOTO150
22 GOTO300
23 POKE4514,250:USR(68):IF(PEEK(X+A)=46)*(PT=1)THEN700
24 IFPEEK(X+A)=46THEN170
25 IFPEEK(X+A)<>79THEN403
26 POKEX,79:X=X+A:POKEX,M
27 R$=R$(R):IFUNTHENR$=P$(UN)
28 RD=INT(RND(1)*26+1):IFRD>13THENUSR(71)
29 IFMID$(R$,RD,1)=""THEN320
30 GOTO330
31 R$=LEFT$(R$,RD-1)+CHR$(97)+MID$(R$,RD+1,27)
32 PRINTTAB(8);R$:IFPEEK(X)<>79THEN400
33 POKEX-40,79:POKEX,M:R=R+1
34 IFUNTHENUN=UN+1:IFUN=8THENUN=0:R=1:GOTO350
35 IFR>255THENR=1:IFUN=8THENUN=0:R=1:GOTO350
36 SC=SC+10*XS:GOTO100
37 IF(PEEK(X)=46)*(PT=0)THEN335
38 IF(PEEK(X)=46)*(PT=1)THEN700
39 IFPEEK(X)=MTHEN335
40 FORJ=1TO3
41 POKE4514,130:USR(68):C=67:GOSUB500
42 POKE4514,160:USR(68):C=71:GOSUB500
43 POKE4514,100:USR(68):C=46:GOSUB500
44 POKE4514,140:USR(68):C=46:GOSUB500
45 NEXTJ
46 POKE4514,90:USR(68):C=0:GOSUB500
47 USR(71):PRINT"PLAYER";PL
48 PRINT"SCORE":SC:IFHS(20)>SCTHEN475
49 INPUT"YOU HAVE GOT ONE OF THE HIGH SCORES"
50 N$=LEFT$(N$,6)
51 FORI=1TO20:IFHS(I)>SCTHEN 490
52 PRINT"HIGH SCORES":FORI=1TO10
53 PRINTI;"":TAB(4);HS(I):TAB(12);HS(I);TAB(20);I+10;"":TAB(25);
54 NEXTI:USR(62)
55 HS=HS(1):D$=HS$(1)
56 PRINT"Press any key when ready"
57 GETA$:IFA$=""THEN495
58 GOTO40
59 POKEX,C:POKEX-1,C:POKEX+1,C:POKEX-40,C:POKEX+40,C
60 FORI=1TO100:NEXT:RETURN
61 PRINT"GAME OVER"
62 PRINT"HIGH SCORE":HS:" HELD BY ";N$
63 PRINT"PRESS P TO PLAY AGAIN"
64 GETA$:IFA$=""THEN530
65 IFA$="P"THEN20
66 END
67 POKEX,79:X=X+A:POKEX,M
68 PRINT"YOU MADE":PRINT"IT TO":PRINT"THE"
69 PRINT"PETROL":PRINT"STATION":PRINT"5000":PRINT"POINTS"
70 FORI=1TO4000:NEXT:SC=SC+5000:PT=0:POKE4466,24:GOTO300

```



1000 DATA	***** MAD MAX *****
1005 DATA	
1010 DATA	
1012 DATA	
1014 DATA	
1016 DATA	
1018 DATA	
1020 DATA	
1022 DATA	
1024 DATA	
1026 DATA	
1028 DATA	
1030 DATA	
1032 DATA	
1034 DATA	
1036 DATA	
1038 DATA	
1040 DATA	
1042 DATA	
1044 DATA	
1046 DATA	
1048 DATA	
1050 DATA	
1052 DATA	
1054 DATA	
1056 DATA	
1058 DATA	
1060 DATA	
1062 DATA	
1064 DATA	
1066 DATA	
1068 DATA	
1070 DATA	
1072 DATA	
1074 DATA	
1076 DATA	
1078 DATA	
1080 DATA	
1082 DATA	
1084 DATA	
1086 DATA	
1088 DATA	
1090 DATA	
1092 DATA	

For trade eyes only.

**A message from Britain's
leading distributors of
Atari 400/800® software:**

CentreSoft

As Softcell, we led the way in the supply of top-quality software for Atari®.

Now, with a change of name to CentreSoft and a greatly expanded operation, we not only continue to lead the way for Atari software, but we also now supply high-quality software for the Vic 20, the Commodore 64 and the Texas Instruments range of microcomputers. Contact us **now** for more details.

CentreSoft

**26 Great Cornbow, Halesowen, West
Midlands B63 3AE. Tel. 021-550 8263**

We supply
products to:

Laskys

John
Menzies

Gemini,
Manchester

Norman Audio,
Preston

Visionstore,
Surrey

York Computers,
York

Microchip,
Winchester

Microspot,
Liverpool

We supply
products to:

Micro-C

Spectrum
Group

Silica Shop,
Kent

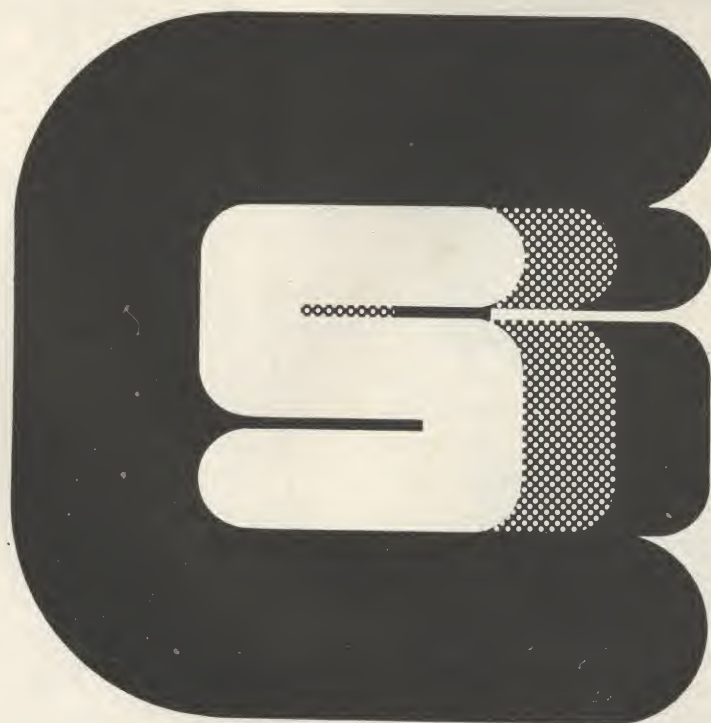
Landau Electronics,
London

May's Hi-Fi,
Leicester

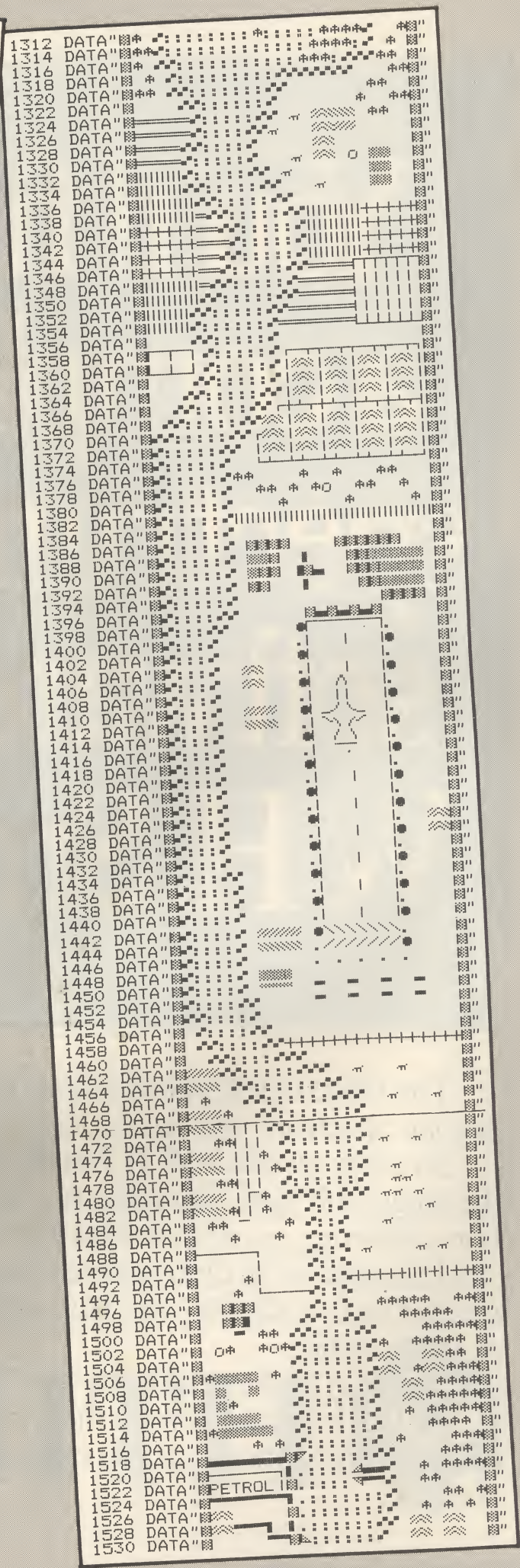
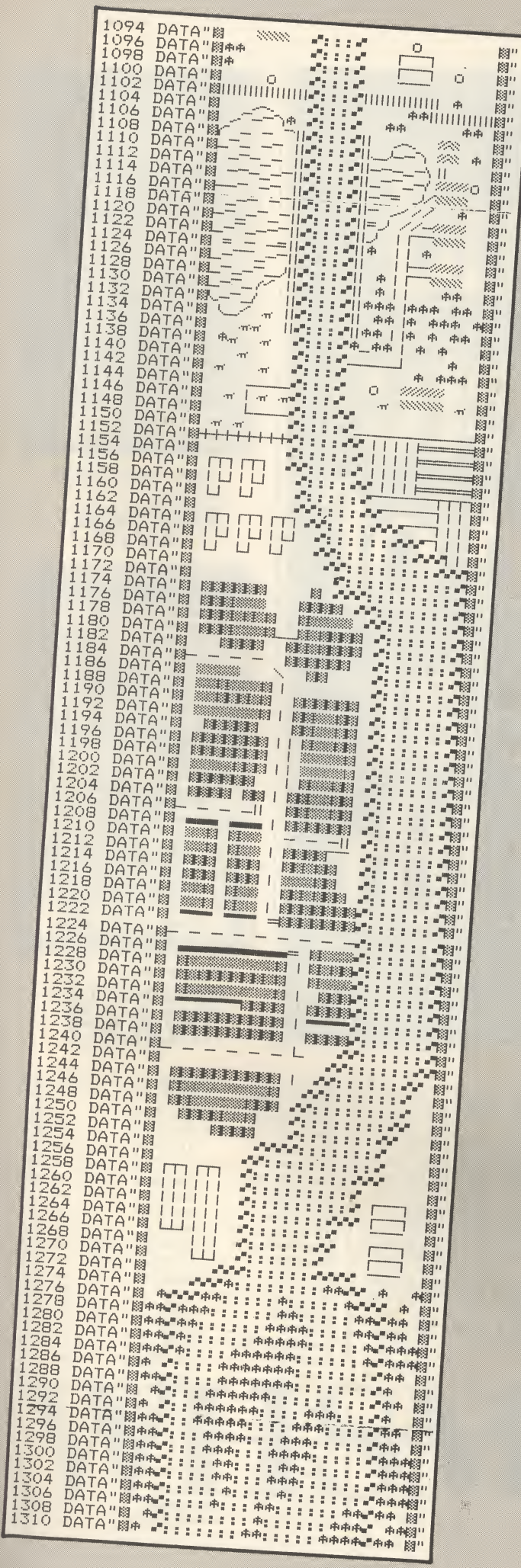
Games
Workshop

Silicon Chip,
Slough

Silicon Centre,
Edinburgh



Atari, Atari 400 and Atari 800 are registered trademarks of Atari Inc.



You'll find a complete spectrum of software at W.H. Smith.



Flight Simulation
Sinclair
48K **£7.95**



Penetrator
Melbourne House
48K **£6.95**

The range of software available for the Sinclair Spectrum is to say the least, extensive.

So every month at W. H. Smith, we review the range with particular reference to presentation, challenge, excitement and value for money. And because we're quite severe it's a difficult job finally to arrive at a Top Ten. But as you can see, not impossible.

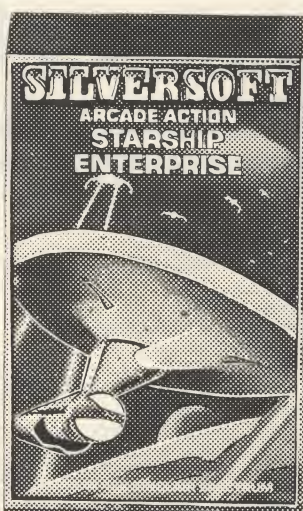
You don't have to take our word for it.

At W. H. Smith we stock the widest selection of Spectrum Software, so you can judge for yourself.

Title	Producer	K RAM	Price
Arcade Games			
Meteor Storm	Quicksilver	16	£4.95
Space Intruders	Quicksilver	16	£4.95
Time Gate	Quicksilver	48	£6.95
Gulpman	Campbell	16	£4.95
Spectral Invaders	Bug-Byte	16	£5.00
Meteoroids	Softek	16	£4.95
Planetoids	Sinclair	16	£4.95
Hungry Horace	Sinclair	16	£5.95
Space Raiders	Sinclair	16	£4.95
Mazeman	Abersoft	16	£4.95
Nightflight	Hewson	48	£5.95
Ground Force Zero	Titan	16	£5.00
Caterpillar	CDS	16	£5.95
Leapfrog	CDS	16	£5.95
Gobble-A-Ghost	CDS	16	£5.95
Centi-Bug	DK Tronics	16	£4.95
Cruising	Sunshine	16	£4.95
Blind Alley	Sunshine	16	£4.95
Derby Day	Computer Rentals	48	£5.95
Jackpot	Computer Rentals	48	£4.95
Escape	New Generation	16	£4.95
Gobbleman	Artic	16	£4.95
Galaxians	Artic	16	£4.95
Invasion Force	Artic	16	£4.95
Sentinel	Abacus	16	£4.95
Cyber Rats	Silversoft	16	£5.95



Chess
Sinclair
48K **£7.95**



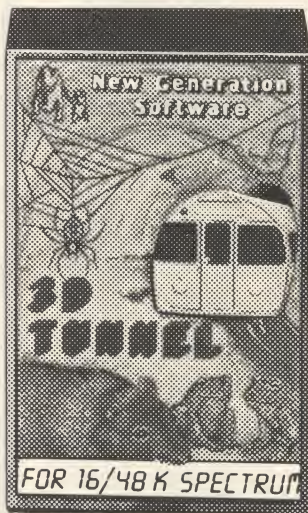
Starship Enterprise
Silversoft
48K **£5.95**



Horace Goes Skiing
Sinclair
16K **£5.95**



Avenger
Abacus
16K **£4.95**



3D Tunnel
New Generation
16K **£5.95**



Mined-Out
Quicksilver
48K **£4.95**



3D Tanx
DK Tronics
16K **£4.95**



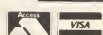
Arcadia
Imagine
16K **£5.50**

Title	Producer	K RAM	Price
Ground Attack	Silversoft	16	£5.95
Orbiter	Silversoft	16	£5.95
Slippery Sid	Silversoft	16	£5.95
Strategy Games			
Battle of Britain	Microgame	48	£5.95
Novotnik Puzzle	Phipps	16	£4.95
Chess	Artic	48	£9.45
Voice Chess	Artic	48	£9.95
Superchess II	C P Software	48	£7.95
Football Manager	Addictive	48	£6.95
Chess - The Turk	Oxford	48	£8.95
Dictator	DK Tronics	48	£4.95
Adventure			
Labyrinth	Axis	16	£5.95
Planet of Death	Sinclair	16	£6.95
Inca Curse	Sinclair	48	£6.95
The Hobbit	Sinclair	48	£14.95

Title	Producer	K RAM	Price
Ship of Doom	Artic	48	£6.95
Espionage Island	Artic	48	£6.95
Rescue	Computer Rentals	48	£5.95
The Orb	Computer Rentals	48	£5.95
Transylvanian Tower	Shepherd	48	£6.50
Utility			
M/C Code Test Tool	Oxford	16	£9.95
Editor/Assembler	Oxford	16	£9.95
Compiler	Softek	16	£14.95
Soft Talk II	C P Software	48	£6.95
Family Games			
Reversi	Sinclair	16	£7.95
Othello	CDS	16	£5.95
Golf	R and R	16	£3.75
Conflict	Martech	48	£11.95
Test Match	Computer Rentals	48	£5.95
Backgammon	C P Software	48	£5.95

Title	Producer	K RAM	Price
Draughts	C P Software	48	£6.95
Practical			
Vu-Calc	Sinclair	16	£8.95
Vu-File	Sinclair	16	£8.95
Vu-3D	Sinclair	48	£9.95
Collectors Pack	Sinclair	48	£9.95
Club Record Controller	Sinclair	48	£9.95
Address Manager	Oxford	16	£8.95
Finance Manager	Oxford	16	£8.95
Dietron	Custom Data	16	£4.75
Program Collections			
Shiva Special 1	Shiva	16	£5.95
Over The Spectrum 1	Melbourne House	16	£5.95
Over The Spectrum 2	Melbourne House	16	£5.95
Over The Spectrum 3	Melbourne House	16	£5.95

WHSMITH



Prices correct at time of going to press. Subject to availability. At selected branches only.



Calisto Computers Ltd.

119 JOHN BRIGHT STREET, BIRMINGHAM. Tel: 021-632 6458

SELECTION OF TOP QUALITY ATARI SOFTWARE HERE:—

NO. 1 ADVENTURELAND	C 24K	17.99	KRAZY SHOOTOUT	R 16K	29.95
NO. 2 PIRATE ADVENTURE	C 24K	17.99	K-STAR PATROL	R 16K	29.95
NO. 3 MISSION IMPOSSIBLE	C 24K	17.99	K-RAZY KRITTERS	R 16K	29.95
NO. 4 VODOO CASTLE	C 24K	17.99	K-DOS	D 32K	54.95
NO. 5 THE COUNT	C 24K	17.99	HELLCAT ACE	C 32K	27.50
NO. 6 STRANGE ODYSSEY	C 24K	17.99	FLOYD OF THE JUNGLE	C 32K	27.50
NO. 7 MYSTERY FUN HOUSE	C 24K	17.99	CHOPPER RESCUE	C 32K	27.50
NO. 8 PYRAMID OF DOOM	C 24K	17.99	HELLCAT ACE	D 48K	27.50
NO. 9 GHOST TOWN	C 24K	17.99	FLOYD OF THE JUNGLE	D 32K	27.50
NO. 10 SAVAGE ISLAND part 1	C 24K	17.99	CHOPPER RESCUE	D 32K	27.50
NO. 11 SAVAGE ISLAND part 2	C 24K	17.99	MISSION ASTEROID	D 48K	21.95
NO. 12 GOLDEN VOYAGE	C 24K	17.99	WIZZARD & THE PRINCESS	D 48K	24.95
S.A.G.A. 1 ADVENTURELAND	D 48K	28.99	ULYSSES & THE GOLDEN FLEECE	D 48K	29.95
S.A.G.A. 2 PIRATE ADVENTURE	D 48K	28.99	FROGGER	C 16K	24.95
SEA DRAGON	C 16K	25.49	FROGGER	D 32K	24.95
SEA DRAGON	D 32K	25.49	GOLF CHALLENGE	C 16K	19.95
STRATOS	D 32K	25.49	THRESHOLD	D 48K	29.95
STRATOS	C 16K	25.49	PAINT	D 48K	27.50
THE CURSE OF CROWLEY MANOR	C 16K	17.99	DE LUXE INVADERS	R 16K	29.95
ESCAPE FROM TRAAM	C 16K	17.99	WIZARD OF WOR	R 16K	29.95
BASIC ROUTINES	C 16K	17.99	GOLF	R 16K	29.95
BASIC ROUTINES	D 32K	17.99	TUTORIAL 1 DISPLAY LISTS	C 16K	17.95
DISKEY	D 32K	35.99	TUTORIAL 2 SCROLLING	C 16K	17.95
REAR GUARD	C 16K	14.49	TUTORIAL 3 PAGE FLIPPING	C 16K	17.95
REAR GUARD	D 32K	17.99	TUTORIAL 4 ANIMATION	C 16K	17.95
ELIMINATOR	C 16K	17.99	TUTORIAL 5 PLAYER MISSILES	C 32K	19.95
ELIMINATOR	D 32K	17.99	TUTORIAL 6 SOUND	C 16K	17.95
PREPPIE	C 16K	21.99	TUTORIAL 7 DISC UTILITIES	D 32K	19.95
PREPPIE	D 32K	21.99	SHAMUS	C 16K	26.50
BUG OFF!	C 16K	21.99	SHAMUS	D 32K	26.50
BUG OFF!	D 32K	21.99	PICNIC PARANOIA	C 16K	26.50
TREASURE QUEST	C 16K	10.99	PROTECTOR	C 32K	26.50
TUTTI FRUTTI	C 16K	17.99	PROTECTOR II	D 32K	26.50
TUTTI FRUTTI	D 32K	17.99	CLAIM JUMPER	C 16K	26.50
SUNDAY GOLF	C 16K	10.99	CLAIM JUMPER	D 32K	26.50
WAR	D 32K	17.99	FORT APOCALYPSE	C 32K	26.50
C.R.I.S.	D 32K	17.99	SURVIVOR	C 16K	26.50
B-1 NUCLEAR BOMBER	C 16K	11.95	NAUTILUS	C 32K	26.50
LORDS OF KARMA	C 48K	14.95	NAUTILUS	D 32K	26.50
ANDROMEDA CONQUEST	C 32K	13.45	SLIME	C 32K	26.50
DNIEPER RIVER LINE	C 48K	18.95	SLIME	D 32K	26.50
EMPIRE OF THE OVERMIND	C 48K	21.95	BANDITS	D 48K	26.50
GUNS OF FORT DEFIANCE	C 32K	14.95	WAYOUT	D 48K	29.95
LEGIONNAIRE	C 16K	25.95	FAST EDDIE	R 16K	26.50
MOON PATROL	C 16K	18.95	TURMOIL	R 16K	26.50
PLANET MINERS	C 32K	11.95	FANTASTIC VOYAGE	R 16K	26.50
G.F.S. SORCERESS	C 48K	21.95	STORY MACHINE	D 48K	26.50
TANK ARKADE	C 16K	11.95	FACE MAKER	D 48K	28.60
MINER 2049er	R 16K	29.99	SNOOPER TROOPS I	D 48K	36.80
CAVES OF DEATH	C 32K	19.95	SNOOPER TROOPS II	D 48K	36.80
MURDER AT AWESOME HALL	C 16K	12.95	BATTLE TREK	D 32K	20.95
BOMB HUNTER	C 16K	16.50	STAR WARRIOR	C 32K	29.95
TUMBLEBUGS	D 32K	21.95	TEMPLE OF APSHAI	C 32K	29.95
CANYON CLIMBER	C 16K	21.95	UPPER REACHES OF APSHAI	C 32K	14.95
CANYON CLIMBER	D 32K	21.95	CURSE OF RA	C 32K	14.95
SHOOTING ARCADE	C 16K	21.95	RESCUE AT RIGEL	C 32K	22.45
SHOOTING ARCADE	D 32K	21.95	INVASION ORION	C 32K	18.75
PACIFIC COAST HIGHWAY	C 16K	21.95	DATESTONES OF RYN	C 32K	14.95
PACIFIC COAST HIGHWAY	D 32K	21.95	HOTFOOT	C 16K	7.50
CLOWNS & BALLOONS	C 16K	21.95	DARTS	C 16K	19.99
CLOWNS & BALLOONS	D 32K	21.95	SNOOKER & BILLIARDS	C 16K	19.99
SANDS OF EGYPT	D 16K	29.95	HOME FINANCIAL MANAGEMENT	C 16K	19.99
THE CONSTRUCTOR	D 48K	24.95	FIGUREFUN	C 16K	14.99
ZAXXON	C 16K	29.99	GALAXIAN	R 16K	29.99
ZAXXON	D 32K	29.99	DEFENDER	R 16K	29.99
GRAPHIC MASTER	D 48K	29.95	CENTPEDE	R 16K	29.99
GRAPHIC GENERATOR	D 32K	19.95	MISSILE COMMAND	R 16K	29.99
BASIC COMPILER	D 48K	75.95	SPACE INVADERS	R 16K	29.99
TEXT WIZZARD	D 32K	75.95	STAR RAIDERS	R 16K	29.99
VENUS VOYAGER	C 16K	19.95	ASTEROIDS	R 16K	29.99
CRUSH CRUMBLE & CHOMP	C 32K	21.95	ASSEMBLER EDITOR	R 16K	39.99
CRUSH CRUMBLE & CHOMP	D 32K	21.95	THE HOME FILING MANAGER	D 16K	39.99
ASTROCHASE	C 32K	26.50	CONVERSATIONAL FRENCH	C 16K	39.99
ASTROCHASE	D 32K	26.50	CONVERSATIONAL GERMAN	C 16K	39.99
ZORK 1	D 32K	29.95	CONVERSATIONAL SPANISH	C 16K	39.99
ZORK 2	D 32K	29.95	CONVERSATIONAL ITALIAN	C 16K	39.99
ZORK 3	D 32K	29.95	MUSIC COMPOSER	R 16K	35.99
DEADLINE	D 32K	37.95	CAVERNS OF MARS	D 16K	29.99
STARCROSS	D 32K	29.95	CARD INDEX	C 32K	35.00
ACTION QUEST	C 16K	14.95	FILE MANAGER	C 32K	23.00
GHOST ENCOUNTERS	C 16K	14.95	KINGS & QUEENS	C 32K	16.68

SOFTWARE FOR THE BBC, SINCLAIR ZX81/SPECTRUM & NEW BRAIN

ZX SPECTRUM PRICES

TIMEGATE	C	48K	£6.95
METEOR STORM	C	16K	4.95
SPEAKEASY	C	48K	4.95
THE CHESS PLAYER	C	48K	6.95
ARCADIA	C	16K	5.50
ASPECT (Editor/Assembler)	C	16K	9.00
THE HOBBIT	C	48K	14.95
SPACE INTRUDERS	C	16K	4.95
CRAZY BALLOONS	C	16K	5.75
SPECTRAL INVADERS	C	16K	5.00
SPECTRES	C	16K	8.00
PAINTER	C	16K	8.00
SCHIZOIDS	C	16K	5.50
GOBBLEMAN	C	16K	4.95

BBC PRICES

BBC FRUIT MACHINE	C	32K	£5.50
BBC GOLF	C	32K	5.50
BBC POLARIS	C	16K	5.50
MICRO DERBY	C	32K	5.50
BBC BACKGAMMON	C	16K	8.00
SPACE PIRATES	C	16K	8.00
PHARAOHS TOMB	C	16K	8.00
PLANES	C	16K	8.00
INVADERS	C	16K	5.50
INVADERS	C	32K	7.50
STRATOBOMBER	C	16K	7.50
BEEBMUNCH	C	16K	6.50
FLAGS	C	16K	4.50
HYPERDRIVE	C	16K	6.50
3-D MAZE	C	16K	4.50
STAR TREK, CANDY FLOSS	C	16K	6.50

ZX81 PRICES

ZX81 STARTREK	C	1K	£5.00
DAMSEL & THE BEAST	C	1K	6.50
MAZOGS	C	16K	10.00
INVADERS	C	16K	4.60
GOBBLEMAN	C	16K	3.95
ZXTK (Tool Kit)	C	1K	6.90
ZXDB (Disassembler/Debugger)	C	1K	6.50

NEWBRAIN PRICES

HOME BUDGET	C	32K	£9.95
TYCOON/PELMANISM	C	32K	9.95
PAGES	C	32K	35.00
WORD WORKER	C	32K	25.00
DIARY	C	32K	10.00
WORMS	C	32K	7.00
DIRECTORY	C	32K	10.00
PRICE LIST	C	32K	10.00
WORD PROCESSOR	C	32K	35.00
DATABASE	C	32K	25.00
INVOICE & CREDIT NOTE	C	32K	59.00
INVOICE & CREDIT NOTE REVIEW	C	32K	22.50
SALES LEDGER	C	32K	65.00
STOCK CONTROL	C	32K	29.50
CUSTOMER INFORMATION FILE	C	32K	32.00
BANK & CASH BALANCE	C	32K	29.00
INVENTORY	C	32K	29.50
MAILING LIST	C	32K	29.00
HOME EXPENSES	C	32K	25.00
ADDRESS BOOK	C	32K	25.00
PRODUCT COSTING	C	32K	22.50
SALES ANALYSIS	C	32K	23.50
INVENTORY ANALYSIS	C	32K	23.50
BUSINESS RATIO for investment, sales	C	32K	19.50

NEWBRAIN HARDWARE

NEWBRAIN MODEL A	£269.00
NEWBRAIN MODEL AD	299.00
EPROM BOX	63.25
BATTERY MODULE	67.85

ATARI HARDWARE

ATARI 400 (16K Standard)	£159.99
ATARI (48K Standard)	399.99
ATARI 810 (Disc Drive)	299.99
ATARI 410 (Cassette Recorder)	49.99
32K EXPANSION for ATARI 400	75.00
48K EXPANSION for ATARI 400	99.95
MOVING KEYBOARD for ATARI 400	59.95
PAIR of ATARI JOYSTICKS	13.99
WICO JOYSTICK	27.95
WICO TRACBALL	49.99

BOOKS

COMPUTES FIRST BOOK OF ATARI	£12.95
COMPUTES SECOND BOOK OF ATARI	12.95
THE ATARI ASSEMBLER	10.35
BASIS EXERCISES FOR THE ATARI	10.45
NEWBRAIN TECHNICAL MANUAL	50.00
DE RE ATARI	17.00
PROGRAMMING THE 6502	10.75
PROGRAMMING THE Z80	11.95
PROGRAMMING THE 6809	12.50
STARTING FORTH	14.35
KNOW YOUR DRAGON	5.95
35 PROGRAMS FOR THE DRAGON	4.95
THE BBC MICRO REVEALED	7.95
EASY PROGRAMMING FOR THE BBC MICRO	5.95
GAMES BBC COMPUTERS PLAY	6.95
BASIC PROGRAMMING FOR THE BBC	5.95
ASSEMBLY LANGUAGE PROGRAMMING FOR BBC	8.00
THE ZX SPECTRUM — how to get the most	5.95
THE WORKING SPECTRUM	5.95
SPECTRUM GRAPHICS	6.95
40 MACHINE CODE ROUTINES ZX SPECTRUM	5.95
20 PROGRAMS FOR ZX SPECTRUM	5.95
THE SPECTRUM GAMES COMPANION	5.95
THE SPECTRUM HANDBOOK	5.95

PLEASE RING FOR DELIVERY DETAILS

BOOK ORDERS OVER £10 PLEASE ADD
£1.00 POST & PACKING

To: CALISTO COMPUTERS LTD, 119 JOHN BRIGHT STREET, BIRMINGHAM.
PLEASE ACCEPT MY ORDER FOR THE FOLLOWING PROGRAMS:-

1.
2.
3.
4.
5.

Cheque No. for £ enclosed.

Please debit my credit card ACCESS/VISA No.

Phone orders welcome on 021-632 6458. Signed


Calisto Computers Ltd.

Despatch to:

Name:

Address:

SPECIALISTS IN MICROCOMPUTERS AND SOFTWARE
119 JOHN BRIGHT STREET, BIRMINGHAM B1 1BE
Telephone: 021-632 6458



Wriggle your way out of this one if you can! You are a worm with a taste for bluebottles. The only trouble is these tasty morsels inhabit a mushroom maze — and these mushrooms are simply not to your taste — in fact they are positively lethal!

The object of the game is to guide your wriggling worm around the mushroom maze, gobbling up the bluebottles. Each time you munch one of flies your worm grows — the

more you eat the longer the worm gets — making it increasingly difficult to control. If you hit a deadly mushroom or run into your own tail you loose one of your three lives.

The program uses redefined characters which it pokes directly into screen RAM. It also uses display list interrupts to give a striped effect to the background.

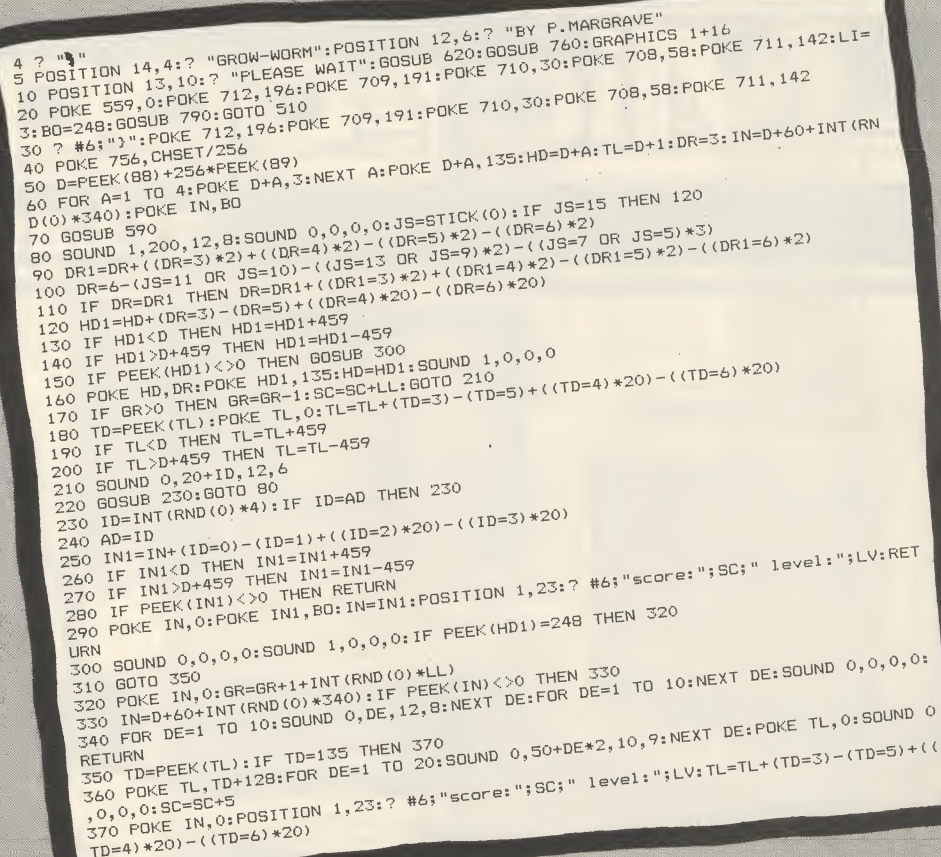
When RUN the screen will display end of game, you then press the button on your joystick and enter the skill level required — from 0-10.

RUNS ON AN ATARI

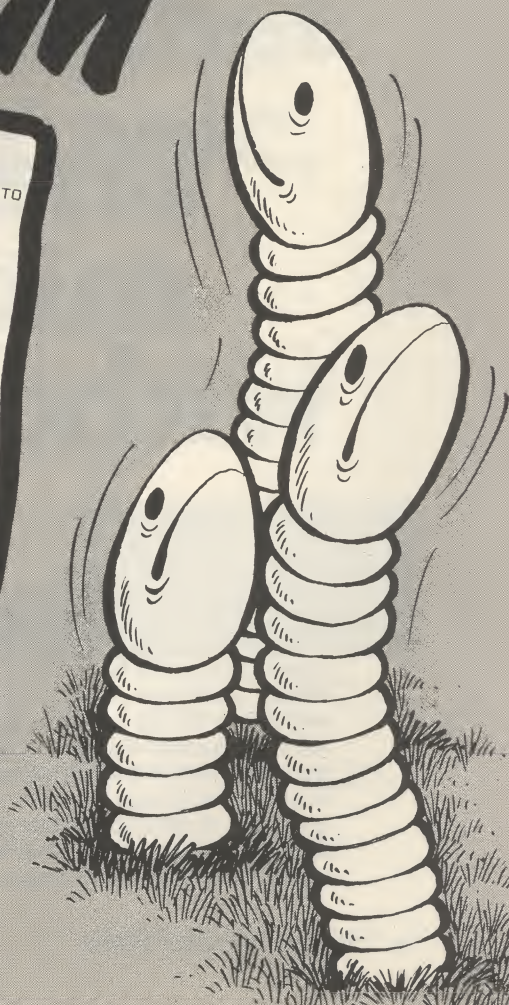
400/800 IN 16K

WITH JOYSTICK

BY PAUL MARGRAVE



GROW WORM

[illegible]

Micropoint

at Laskys



VIC 20.
An ideal home computer. 5K memory. Has full colour and sound generator. Good graphics. A wide range of programs are available.

£139.90

COMMODORE 64K **£339.00**

ATARI AM 400
A home computer with 16K memory. Sound generator. Good graphics and colour. A wide range of programs available.

£159.90

New at Micropoint SINCLAIR ZX SPECTRUM

Full colour and sound. High resolution graphics.

16K... **£124.90** 48K... **£169.90**

A wide range of programs and peripherals available.

ORIC 48K

A home computer with 48K RAM. Ergonomic keyboard with 57 moving keys. 8 colours, 7 octaves of sound and a hi-fi sound output. Teletext/Viewdata compatible graphics.

£169.90

NOTE: These models shown need a separate TV or monitor. Micropoint has a complete range of suitable models from £59.90 (B/W) or £199.90 (Colour).

The magic of the microcomputer without the mystery.

Everything you've ever wanted to know – or learn – about microcomputers is now at Micropoint. In all branches of Laskys. Micropoint has all you need to make up your mind about microcomputers. You'll find a wide choice of models – and you can test play them all, comparing each model with the next. It has experts who will explain micros to you, in language you can understand. Micropoint has a big selection of programs – they will really make your micro magic.

But you get even more than machines and advice, you get good value too. At Micropoint we keep our prices low by buying in volume and we'll also help you to buy with Interest Free Credit* available on purchases over £250 or more. You also get the famous Laskys Commitment possibly the best after-sales package ever offered, with a 14 day exchange period, a 2-year free guarantee▲ and service by Laskys own network of specialist engineers.

Whether you're browsing, about to buy your first computer or looking for something new, or better than Micropoint is the place to find it. Come in and see for yourself. Micropoint opens up to the whole family the fascinating, educational, fun world of microcomputers. A full range of peripherals, including disk drives, memory expansion units, cassette storage units and joysticks is also available.

Chess Sinclair Format £7.90 	Past Times 1 Sinclair Format £4.90 	Biorythms Sinclair Format £6.90 	VU-3D Sinclair Format £9.90 
Flight Simulation Sinclair Format £7.90 	Asteroids Vic Format £6.90 	Space Attack Vic Format £9.90 	Vic Music Composer Vic Format £23.90 
Panic VIC format. £6.90 	Another Vic in the Wall VIC format. £6.90 	Bajabuggys Atari Format £21.90 	Picnic Paranoid Atari Format £29.90 
Astro Chase Atari Format £21.90 	Gorf Atari Format £29.90 	Sea Dragon Atari Format £24.90 	Stratos Atari Format £24.90 
Jumbo Jet Pilot Atari Format £34.90 	Kickback Atari Format £28.90 	Figure Fun Atari Format £14.90 	Darts Atari Format £19.90 

It's the programs that make micros magic.

It means you can use it for games and for learning (anything from simple programming to a foreign language).

You can use it in the home for everything from household budgets to planning a touring holiday abroad or remembering

birthdays and important anniversaries. And if you run your own business then a micro could totally transform it for you.

Our range of programs cover Games, Household, Education and Business. We've shown just a few titles above;

come and browse round the rest at Micropoint.



A service provided in association with Unicredit Finance Ltd. Please ask for written details APR 29.8% if you pay by Banker's Order (34.5% for other methods of payment).

* All credit offers subject to acceptance Laskys Credit brokers. Please ask for written details. All offers are subject to availability. Prices include 15% VAT and are correct at time of going to press 19/3/83 but may be subject to variation thereafter.



The Retail Division of The Ladbroke Group

LASKYS

LONDON & HOME COUNTIES
42 Tottenham Court Road, W1
257 Tottenham Court Road, W1
7-9 Queensway, W2
471-473 Oxford Street, W1
382 Edgware Road, W2
152 Fleet Street, EC2
Golders Green Road, NW11
BROMLEY 22 Market Square
COLCHESTER 13 Trinity Square

CROYDON Whitgift Centre
KINGSTON Eden Street
LUTON 192 Arndale Centre
READING Friar Street
RICHMOND Hill Street
ROMFORD South Street
SLOUGH Queensmere Centre
WATFORD Charter Place
SOUTHERN ENGLAND
BRIGHTON 151-2 Western Road

BRISTOL 16-20 Penn Street
CHATHAM 8 The Pentagon
GLOUCESTER 25 Eastgate Street
MAIDSTONE 79-81 Week Street
SOUTHEND 205-206 Churchill West
MIDLANDS AND NORTH
BIRMINGHAM 19-21 Corporation St.
CHESTER 7 The Forum
LEICESTER 45 Market Place South
LIVERPOOL 33 Dale Street

MANCHESTER Arndale Centre
(Adj WH Smith)
NEWCASTLE-UPON-TYNE
6 Northumberland St.
NORTHAMPTON 78 Abington Street
NOTTINGHAM 1-4 Smithy Row
OXFORD 16 Westgate
PETERBOROUGH Queensgate Centre
PRESTON Guildhall Arcade

SHEFFIELD 58 Leopold Street
WOLVERHAMPTON 30 Wulfrun Way
YORK 10a Coney Street

SCOTLAND
EDINBURGH 4 St. James' Centre
GLASGOW 66-70 Buchanan Street

WALES
CARDIFF 122 Queen Street

▲ Normal domestic use on computers/VDU. Peripherals - programs 1 year. (Commercial use on computers/VDU 1 year. Peripherals programs 6 months). Programs will only be exchanged if proven faulty and then only for the same program.


```

1 IF PEEK 23731=123 THEN GO TO 20
2 CLEAR 31574: FOR a=0 TO 255
3-1 POKE a+31531,PEEK (a+15515)
4 NEXT a
5 LET a=31531-255
6 LET b=INT (a/255)
7 LET c=a-b*255
8 POKE 23686,c: POKE 23687,b
10 LET a$="100% fuel"
11 REM FOR a=1 TO LEN a$: FOR
b=0 TO 7: READ c: POKE 31531+a*8+
CODE a$(a)-32+b,c: NEXT b: NEXT
a
12 DATA BIN 11110000,BIN 11111
000,BIN 1111110,BIN 11100000,BI
N 1111100,BIN 11110000,BIN 1111
110,BIN 11111000
13 DATA BIN 111,BIN 11111,BIN
11,BIN 1111111,BIN 1111,BIN 1111
11,BIN 1,BIN 1111
14 DATA 0,BIN 111100,BIN 11111
10,BIN 11011011,BIN 11111110,BIN
111100,BIN 1011010,BIN 10000001
15 DATA BIN 11000,BIN 11000,BI
N 111100,BIN 111100,BIN 111110,
255,255,BIN 100100
16 DATA BIN 11100,BIN 100010,B
IN 1011101,BIN 1010001,BIN 10110
01,BIN 1010001,BIN 111110,BIN 10
00001
17 DATA 16,BIN 111000,BIN 1111
1100,255,BIN 1111110,BIN 11100,0
IN 1100,0
18 DATA BIN 110000,BIN 1111100
,BIN 1111110,BIN 1111111,BIN 1111
1110,BIN 1111000,BIN 111000,0
19 DATA BIN 11000,BIN 100100,0
IN 1000010,255,BIN 1000010,BIN 1
11100,BIN 1000010,BIN 1000010
20 DATA 255,255,255,254,255,25
5,255,255
21 DATA 255,255,255,255,254,25
5,255,255
22 REM START OF PROGRAM
30 LET di=0: LET sp=15: LET fu
=30: LET sc=0: LET cp=10: LET cw
=10
35 LET rl=100: LET sy=0
40 LET a$="+++++fuel+++++"
45 LET b$="+++++fuel+++++"
50 LET b$=" "
54 LET y$="33200004004330000000
000000000000000000000000000000
000000000000000000000000000000
55 LET x$="%%&_ee?ee?%%"
56 PAPER 6: BORDER 6: CLS
57 INPUT "Press enter to start
"; LINE q$
60 REM LOOP LINE
70 POKE 23692,255: PRINT AT 21
0,"PAPER 0;a$( TO (cp-1)): PAPER
0;" ;b$( TO (cw); "0"; PAPER 0;a$
(cp+cw+2 TO );
71 LET v=1+AND*63: PRINT AT 21
,AND*(cw-2)+cp; INK VAL y$(v);x$
(v)
75 LET di=di+1: IF di>300 THEN
PRINT AT 21,0; PAPER 0; INK 0;
"; GO TO 9000
80 LET c$=SCREEN$ (0,sp)
90 IF c$<>" " THEN GO TO 1000
100 PRINT AT 0,sp; INK 1;"#
110 LET sm=(IN 61438=254)-(IN 6
3486=254)
111 IF fu>0 THEN LET sp=sp+sm
112 LET fu=fu-(sm<>0)
113 IF fu=11 THEN GO SUB 8000
114 IF fu=0 THEN GO SUB 8040
120 LET cw=cw+INT (AND*3)-1
130 IF cw>9 THEN LET cw=9
140 IF cw<3 THEN LET cw=3
150 LET cp=cp+INT (AND*3)-1
160 IF cp+cw>26 THEN LET cp=26-
cw
170 IF cp<2 THEN LET cp=2
180 GO TO 80
1000 REM HIT SOMETHING
1001 IF c$=" " THEN GO TO 3000
1005 IF c$="a" AND fu<100 THEN L
ET fu=fu+25: PRINT AT 10,27;fu:
BEEP .5,20: GO TO rl
1006 IF c$="b" THEN BEEP .1,5: B
EEP .1,0: BEEP .1,-5: LET fu=INT
(fu-AND*fu): PRINT AT 8,27; FLA

```

```

SH 1; BRIGHT 1;"TOO";AT 9,27;"MU
CH";AT 10,27;fu: GO TO rl
1010 PRINT AT sy,sp; FLASH 1; BR
IGHT 1;"#
1020 BEEP 1,48
1030 PRINT AT sy,sp;c$
1040 RESTORE 1050
1045 PAUSE 60: CLS
1046 GO SUB 1200
1050 DATA 1,0,1,2,,5,3,,5,2,1,0
1051 DATA 1,0,1,2,,5,3,,5,2,1,0
1052 DATA 1,3,1,5,2,7
1053 DATA 1,3,1,5,2,7
1054 DATA .75,7,,25,0,,5,7,,5,5,
.5,3,,5,2,1,0
1055 DATA .75,7,,25,0,,5,7,,5,5,
.5,3,,5,2,1,0
1056 DATA 1,0,1,-5,2,0
1057 DATA 1,0,1,-5,2,0
1058 REM GO TO 1080: REM OPTION
TO CUT OUT MUSIC
1060 FOR a=1 TO 36
1070 READ b,c: BEEP b/2,c: NEXT
a
1080 FOR a=8 TO 23: PLOT 120,a:
DRAW FLASH 0; OVER 1;23,0: NEXT
a
1090 PRINT AT 0,0;"You crashed a
fter ";di;" Kilometers""and wit
h ";fu;"000 Litres of fuel"
1100 INPUT "Want another go (y/n
)";a$
1110 IF a$="y" THEN RUN
1120 IF a$<>"n" THEN GO TO 1100
1130 CLS: LET a$="Goodbye****"
1140 FOR a=1 TO LEN a$: BEEP .1,
22-2*a: PRINT AT a,a; a$(a): NEXT
a
1199 STOP
1200 PRINT AT 21,0;"
1210 PRINT AT 20,0;"
1220 PRINT AT 19,0;"
1230 FOR a=1 TO 20: BEEP .03,a*2
: PRINT AT a,16;"#";AT a-1,16;"
": NEXT a
1240 PRINT AT 20,16; FLASH 1; BR
IGHT 1;"#
1250 PLOT 100,24: DRAW 0,30: DRA
W -10,0: DRAW 0,10: DRAW 10,0: D
RAW 0,10: DRAW 10,0: DRAW 0,-10:
DRAW 10,0: DRAW 0,-10: DRAW -10
0: DRAW 0,-30
1260 RETURN
3000 REM REACHED THE END
3010 PRINT AT sy,sp; BRIGHT 1;"#
3020 BEEP 1,20
3030 CLS
3040 PRINT AT 21,0;"
3050 FOR a=1 TO 20: PRINT AT a-1
,16;" ";AT a,16;"#": PAUSE a/2:
NEXT a
3060 PRINT AT 0,0; BRIGHT 1;"YOU
MADE IT TO THE END"
3070 PRINT "You had "; BRIGHT 1
;fu;"000"; BRIGHT 0;" litres of
fuel""left when you landed"
3080 GO TO 1100
3090 REM LOW FUEL
3010 FOR a=1 TO 4: BEEP .08,0: B
EEP .08,20: NEXT a
3020 PRINT AT 10,27; FLASH 1; BR
IGHT 1; PAPER 2; INK 7;"LOW";AT
11,27;"FUEL"
3025 LET fu=fu-1
3030 RETURN
3040 BEEP 1,-30
3050 PRINT AT 10,27; FLASH 1; BR
IGHT 1; PAPER 2; INK 7;"NO";AT 1
1,27;"FUEL"
3055 LET fu=-1
3060 RETURN
9000 REM END OF GAME
9010 LET rl=9060: PRINT AT 0,sp;
"; LET sy=1: LET sm=0
9020 PRINT AT sy,sp-sm;" "
9025 LET sy=sy+1
9030 LET c$=SCREEN$ (sy,sp)
9040 PRINT AT sy,sp; INK 1;"#
9045 FOR a=1 TO 20: NEXT a
9050 IF c$<>" " THEN GO TO 1000
9060 LET sm=(IN 61438=254)-(IN 6
3486=254)
9070 IF fu>0 THEN LET sp=sp+sm
9080 LET fu=fu-(sm<>0)
9090 GO TO 9020

```

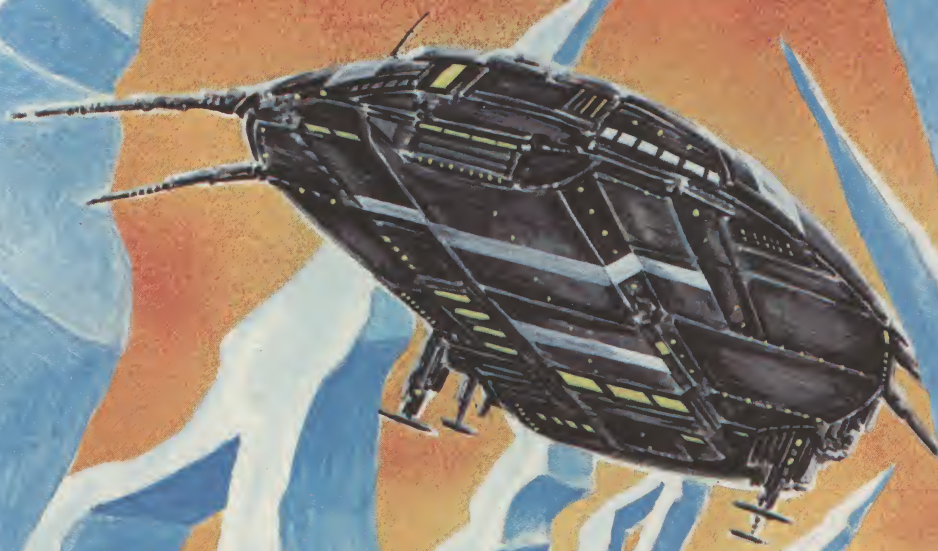

CANYON LANDER

RUNS ON A SPECTRUM IN 16K

Journey to the centre of a lost planet on the far reaches of our galaxy in search of . . . whatever you find there!

The object of this game is to fly a spacecraft into a deep, steep-sided cavern and land it at the bottom. Stray spaceships and rugged rocks will get in your way, and you only have a limited amount of fuel. But this can be replenished by docking with the red fuel dumps you come across on your way down into the pit. The controls are simple. 'I' to move left and 'O' to go right. Happy landings!

BY M. WISEMAN



All the best sellers...

For all home micro-users who don't live near one of the larger city branches of Boots or W. H. Smith, and who find difficulty in purchasing the very latest, best-selling software – here is the answer!

Software Express is the new, mail-order arm of a £12 million group of companies. We have just signed an agreement with Bug-Byte, Britain's most successful software house, to supply their exciting products direct to you, the user. New and original games for the ZX81, Spectrum, BBC Micro, VIC 20 and Oric 1 can be delivered to your door **AT SHOP PRICES**. That's right, positively no extra charges – we even pay the postage both ways!

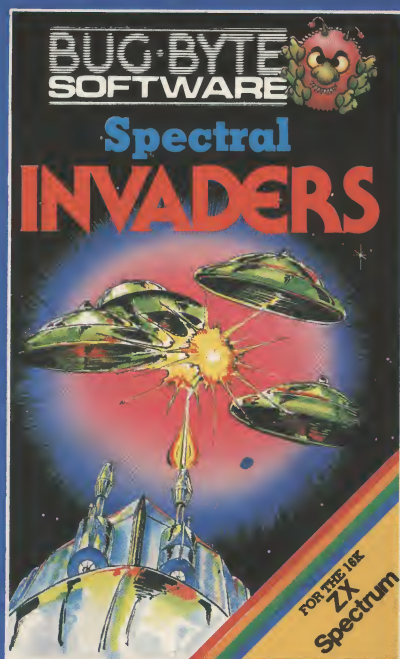
All you have to do is make your selection from the items listed on this page, complete the easy reply coupon, and send it to our **FREEPOST** address (no stamp required), enclosing your cheque, postal order, or credit card number for the appropriate amount. Alternatively, you may place your order on our 24 hour Ansaphone by phoning in your Access/Barclaycard number with your name, address and details of your order.

The cassettes of your choice will be mailed to you quickly and efficiently. No cheques will be cashed prior to despatch of your order, and if for any reason you are not satisfied with your purchase, we will give you a full refund just as quickly.

It's so simple! The best quality software, promptly and conveniently at no extra cost from Software Express. Try us and see for yourself – we go out of our way especially for you.

BEST SELLER

FOR THE ZX SPECTRUM



FOR THE ZX SPECTRUM

PRICE £5

BEST SELLER

FOR THE ZX SPECTRUM



FOR THE ZX SPECTRUM

PRICE £8

NEW IMPROVED VERSION

FOR THE ZX SPECTRUM

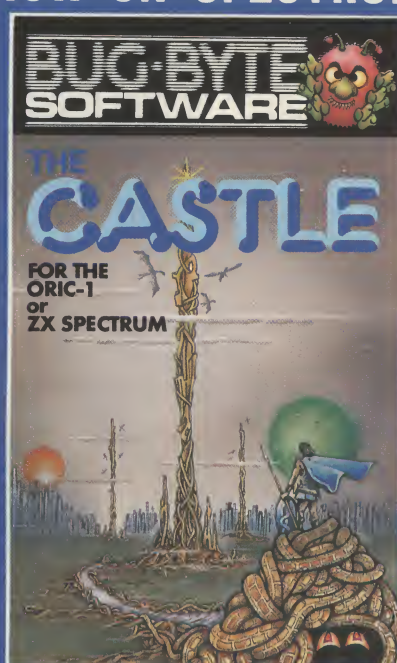


FOR THE ZX SPECTRUM

PRICE £9

★ NOW ON SPECTRUM ★

FOR THE ORIC 1



FOR THE ZX SPECTRUM

PRICE £8

OTHER TITLES AVAILABLE FROM SOFTWARE EXPRESS...

FOR THE VIC 20 ...

VIC Chess – £7. VIC Asteroids – £7. VIC Panic – £7.
VIC Cosmiads – £7. Another VIC in the Wall – £7.
VIC Backgammon – £7. VIC Scramble – £7.
All programs are for the unexpanded VIC 20,
with the exception of Chess (16K) and
Backgammon (min. 3K expansion).

FOR THE ZX81 ...

Mazogs – £10. Dictator – £9. Invaders – £4.
ZXAS (Z80 Assembler) – £5.
ZXDB (Z80 Debugger) – £6.50.
ZXTK (Z80 Toolkit) – £6.
(all programs are for the 16K – ZX81).

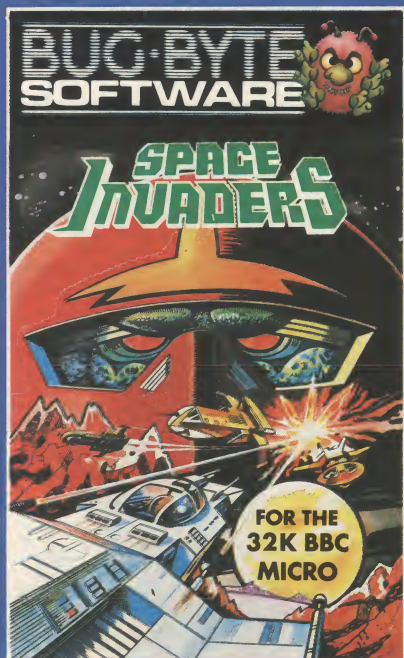
...direct to your door!

FOR THE ZX SPECTRUM

★

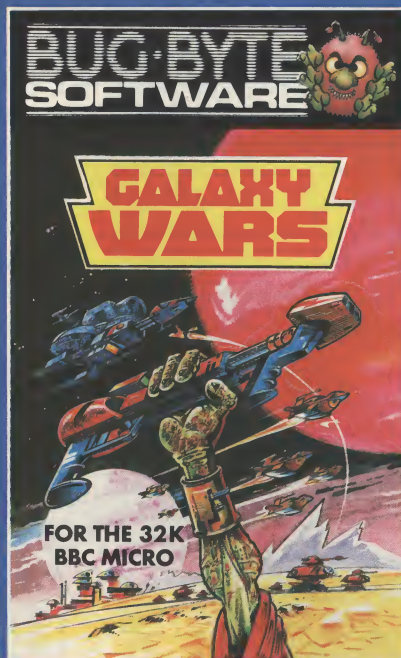
FOR THE ZX SPECTRUM

ALL TIME FAVOURITE



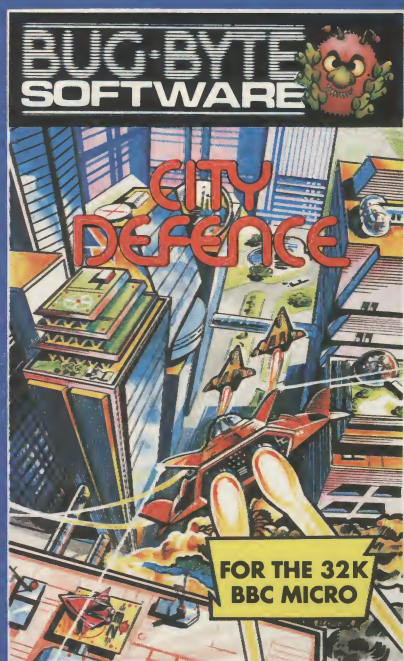
PRICE £7.50

NEW PROGRAM



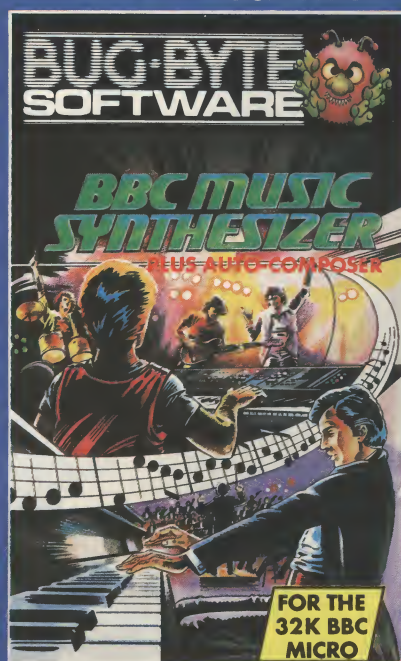
PRICE £7.50

NEW PROGRAM



PRICE £7.50

NEW PROGRAM



PRICE £9.50

THE SOFTWARE EXPRESS EASY-REPLY COUPON

Please mail me the following Software Cassettes.
(All prices include VAT and postage).

PROGRAM	PRICE	INSERT QUANTITY
SPECTRAL INVADERS	£5	
SPECTRES	£8	
ASPECT	£9	
THE CASTLE (for ORIC)	£8	
THE CASTLE (for SPECTRUM)	£8	
SPACE INVADERS	£7.50	
GALAXY WARS	£7.50	
CITY DEFENCE	£7.50	
MUSIC SYNTHESIZER + AUTO COMPOSER	£9.50	
OTHER ITEMS		

TOTAL PRICE £

I enclose cheque/P.O. ☐

Or please charge my Access/Barclaycard No.

24 HOUR
ANSAPHONE FOR
CREDIT CARD ORDERS:

051-548 2020

Name: _____

Address: _____

Tel: _____

Mail to:
**SOFTWARE EXPRESS
FREEPOST**
(No Stamp Required)
Liverpool L33 3AB



SOFTWARE EXPRESS

SOFTWARE EXPRESS, FREEPOST (No Stamp Required), Liverpool L33 3AB
Software Express is a trading name of DAMS Office Equipment Limited.

GHOSTS REVENGE

Ghosts of the world unite! You have nothing to lose but your Pacman! We've put up with that horrible little creature for long enough. It's time we fought back — and I've got a plan to beat him. All we have to do is get rid of those sneaky little power pills in the corners of our maze that will fix the little blighter. OK lads, let's get to it!

This just had to happen. A poor little Pacman trapped in the maze with a ravenous ghost chasing him — and not a power pill in sight! This is a joystick controlled game for two players. One takes the part of the poor little Pacman, the other becomes the hungry ghost out for a quick snack.

RUNS ON A DRAGON IN 32K

BY GARETH JONES

The Pacman is represented by the red square, which moves around the maze gobbling up dots for points. Meanwhile the ghost chases after him — represented by a black square. The difficulty of the game depends on the skill of your opponent!

The Main variable are:

A: The position of the black square

B: The position of the red square

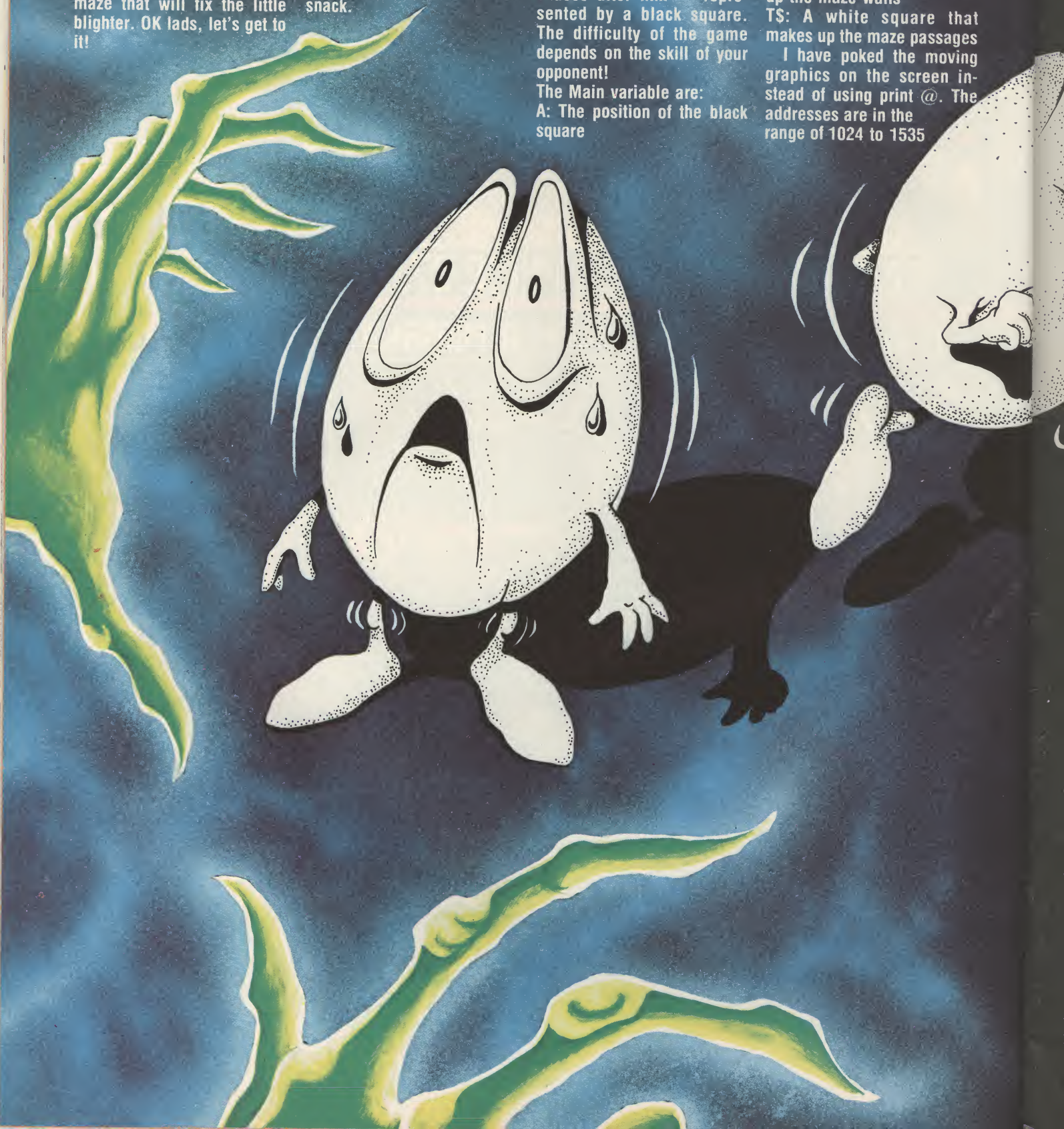
S: Score

U: Last score

MS: A blue square that makes up the maze walls

TS: A white square that makes up the maze passages

I have poked the moving graphics on the screen instead of using print @. The addresses are in the range of 1024 to 1535





....Introducing the **AGF** **JOYSTICK** INTERFACE II for

sinclair ZX Spectrum 81

ABOUT OUR JOYSTICK INTERFACE

Following in the footsteps of our extremely popular original interface, which has sold over 1,000 worldwide since October last year, we have improved its performance.

The Interface Module II has been specially designed to plug on to the rear connector of your ZX Spectrum or ZX81 and allow you to connect any standard Atari type digital Joysticks. All of the computer's connections are duplicated on an extension connector so that you can still use any other devices intended for use with your computer.

The Interface Module II resides in the same memory space as the keyboard, which remains fully functional at all times, therefore it will not interfere with anything else connected.

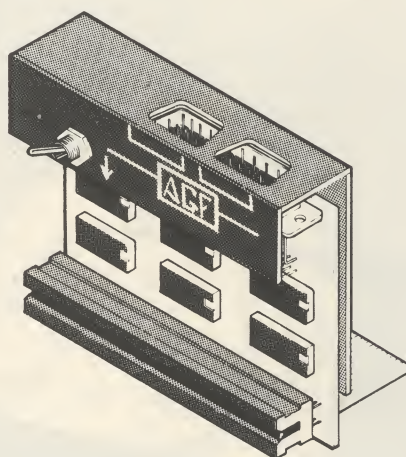
When a suitable joystick is plugged into 'Player 1' socket its action will mimic pressing the cursor keys, up "7", left "5" and so on. The firing button will simulate key ϕ . This unique feature guarantees the best software support.

Take a look at the selection of compatible games we have listed. More are being added all the time as a result of our contact with the various software companies.

A second Joystick may be connected in the 'Player 2' position which simulates in a parallel fashion keys T-Y-U-I-P. This will allow you to play a whole new generation of two player games.

An added advantage of using our Joystick Interface is that you relieve your keyboard of the key-thumping strain of game playing whilst increasing the enjoyment.

Using joystick control in your own programs is as easy as reading keys. Eight directions and Fire are all read by simple BASIC. With every order there comes a free demonstration program called 'Video Graffiti' plus a full set of instructions.



KEY FEATURES

- ★ Proven cursor key simulation for maximum software support
- ★ Accepts Atari, Competition Pro, Wico, Starfighter, Le Stick, etc Joysticks
- ★ Second Joystick facility
- ★ Eight directions programmed in simple BASIC
- ★ Rear extension connector for all other add-ons
- ★ Free demo program, 'Video Graffiti' + full instructions

A SELECTION OF COMPATIBLE SOFTWARE

ZX SPECTRUM

Abersoft
Axis
Campbell Ststems
DK Tronics

ICL
New Generation
Software
Psion

Silversoft

ZX81

Artic
J.K. Greye
P.S.S.

Silversoft

NB ☐ Available from us, please tick
* Not suitable for original interface

Mazeman
Labyrinth
Gulpman
☐ 3D Tank £4.95
Meteroids
Star Trail (Man.Dock)
☐ Escape £4.95
☐ 3D Tunnel £5.95
* Flight Simulation
VU-3D
Ground Attack
☐ Cyber Rats £5.95

Galaxians
3D Monster Maze
Krazy Kong
Ghost Hunt
Maze Drag Race
Asteroids

JOYSTICKS

ATARI

CONTROLLERS

FOR USE WITH OUR INTERFACE
Module II or VIC 20, Commodore 64,
Atari VCS, Atari 400, Atari 800

If you require extra Joysticks for our
original interface module mark order
'OLD' Joysticks

ONLY £7.54 inc VAT + P&P

FROM: MR/MRS/MISS

ADDRESS

SEND C.W.O. ONLY TO: A.G.F. HARDWARE, DEPT. CVG

26 VAN GOGH PLACE, BOGNOR REGIS, WEST SUSSEX PO22 9BY

QTY	ITEM	ITEM PRICE	TOTAL
	INTERFACE MODULE II	20.95	
	JOYSTICK(S)	7.54	
	SOFTWARE AS TICKED ON LIST		
	SOFTWARE AS TICKED ON LIST		
ZX81 <input type="checkbox"/> ZX SPECTRUM <input type="checkbox"/> Please tick		FINAL TOTAL	

DEALER ENQUIRIES WELCOME

EXPORT PRICES ON APPLICATION

GRAPHICS

By Garry Marshall

TALK TO ME IN 3D!

The importance of graphics is being realised in more and more areas. And the need for good graphics utilities which make their creation comparatively simple is being met.

The graphics commands that are included in many micro-computer dialects of Basic do allow any graphics display to be created.

But just as no businessman would be advised to write his own stock control program in Basic, so he would not be advised to write his own graphics programs using the graphics commands available in Basic.

In the same way as general-purpose stock control programs can be purchased, so general-purpose graphics utilities are beginning to become readily available.

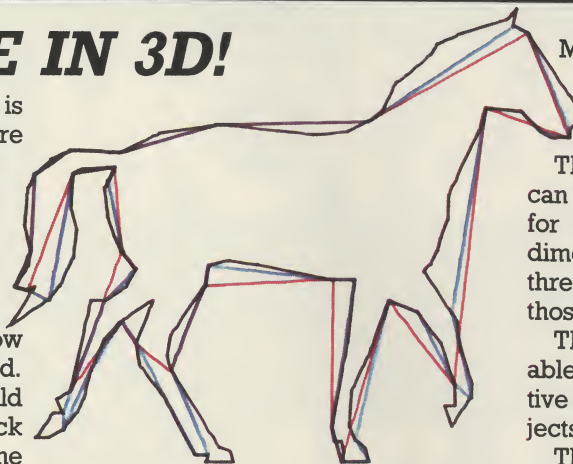
Having purchased a commercial package, for whatever purpose, the user has only to learn how to use that package, as opposed to learning all the skills that are needed for programming.

Additional advantages include the provision of good documentation and the support that is provided with professionally produced software.

A prime example of the increasing importance being attached to the provision of graphics utilities is provided by the new Apple LISA.

This machine provides its user with a suite of programs, including a word processor and a database.

The user can use any program in the suite with equal ease, and can



swap from one to another at will.

However, what is particularly interesting is that the suite contains not one, but *two* graphics programs.

This demonstrates clearly how important the role of graphics on such a system is considered.

The graphics programs can be used to generate charts and graphs of various kinds using data held by any program in the suite.

Special-purpose graphics languages have been used for a long time with mainframe computers.

They provide systematic ways of generating particular types of graphics that are simple to use.

They also provide some portability for graphics programs, in total contrast to the situation in micro-computer graphics where graphics programs written for one micro will seldom if ever run on another machine.

One graphics package that was originally developed for use on mainframe computers and which is now available for micros is GINO-F. It can be used with the Research

Machines' RM380Z. It is, in fact, a library of sub-routines, with each sub-routine providing some graphics capability.

The capabilities that it provides can be grouped broadly into those for administration, those for two-dimensional drawing, those for three-dimensional drawing and those for interaction.

This package is particularly valuable for the production of perspective views of three-dimensional objects.

The three-dimensional drawing commands are natural generalisations of the two-dimensional commands that are familiar to everyone. This makes the programming of perspective views particularly easy, and removes the need for any mathematical knowledge.

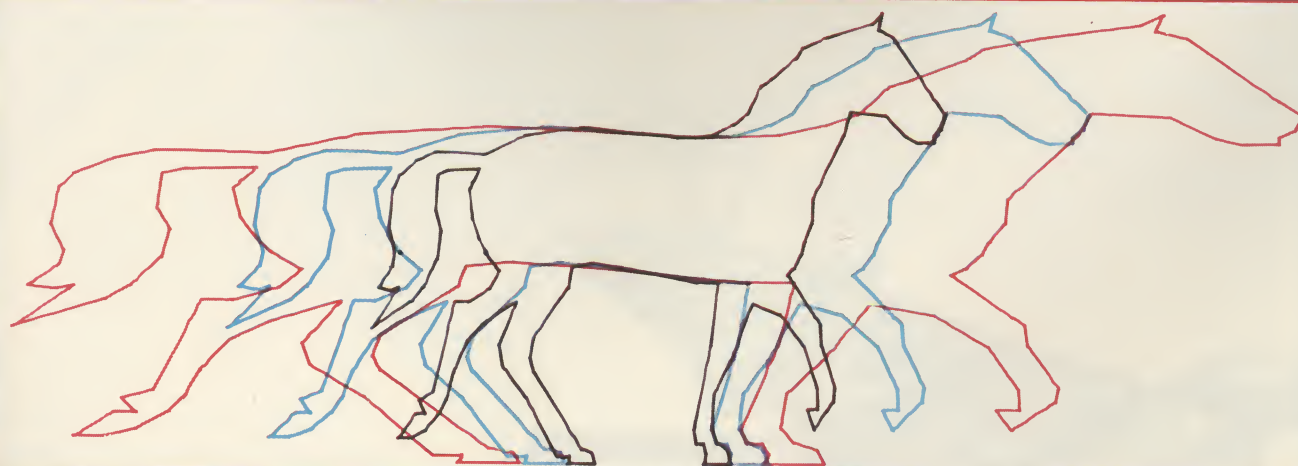
The accompanying illustrations show what can be accomplished with the aid of a suitable package with very short programs.

The package is called PICASO. It is not available for micros, although there is no reason why it should not be.

PICASO was developed by John Vince at Middlesex Polytechnic. It is intended for users with a minimum of programming skill, and was originally intended for use by artists and designers.

It provides a library of shapes and a variety of means for manipulating them.

The illustrations produced by PICASO reproduced here illustrate the point that a good graphics utility can be a remarkably good aid to any kind of graphics programming.



THE INVASION HAS BEGUN



The assault on your senses has begun with a great choice of games that have been created to give you a real challenge!

ARCADIA

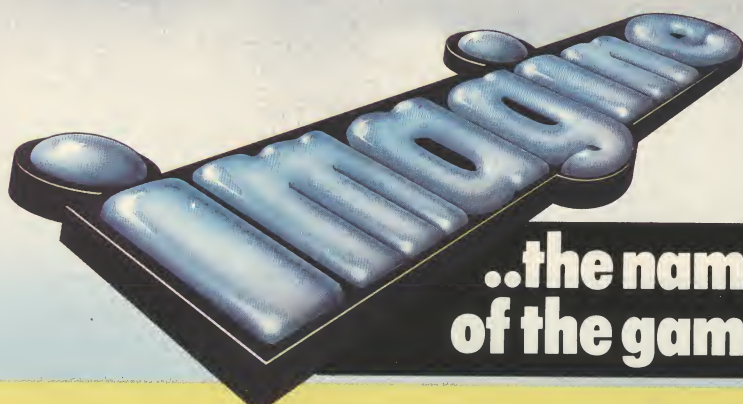


SCHIZOID

the name of the game especially created to be the fr. most addictive shoot 'em up you've ever desired. Weapons loathsome and deadly. But then you have a fighter with deadly intent. an Ion Thruster. mean

ZXSX TRUM 100 machine

VIC 10



..the name
of the game

be the fastest, meanest,
not 'em up, come
ired. Way after wave of the most
and deadly. Means
notically towards
with deadly intent.
en you free dual Plasma Disruptors and
on Thrust Drive haven't you?

ZX SPECTRUM (16K or 48K)
100% machine code with 12 different alien types,
incredible animation and explosive effects, sound and the
best, smoothest hi-res graphics ever!

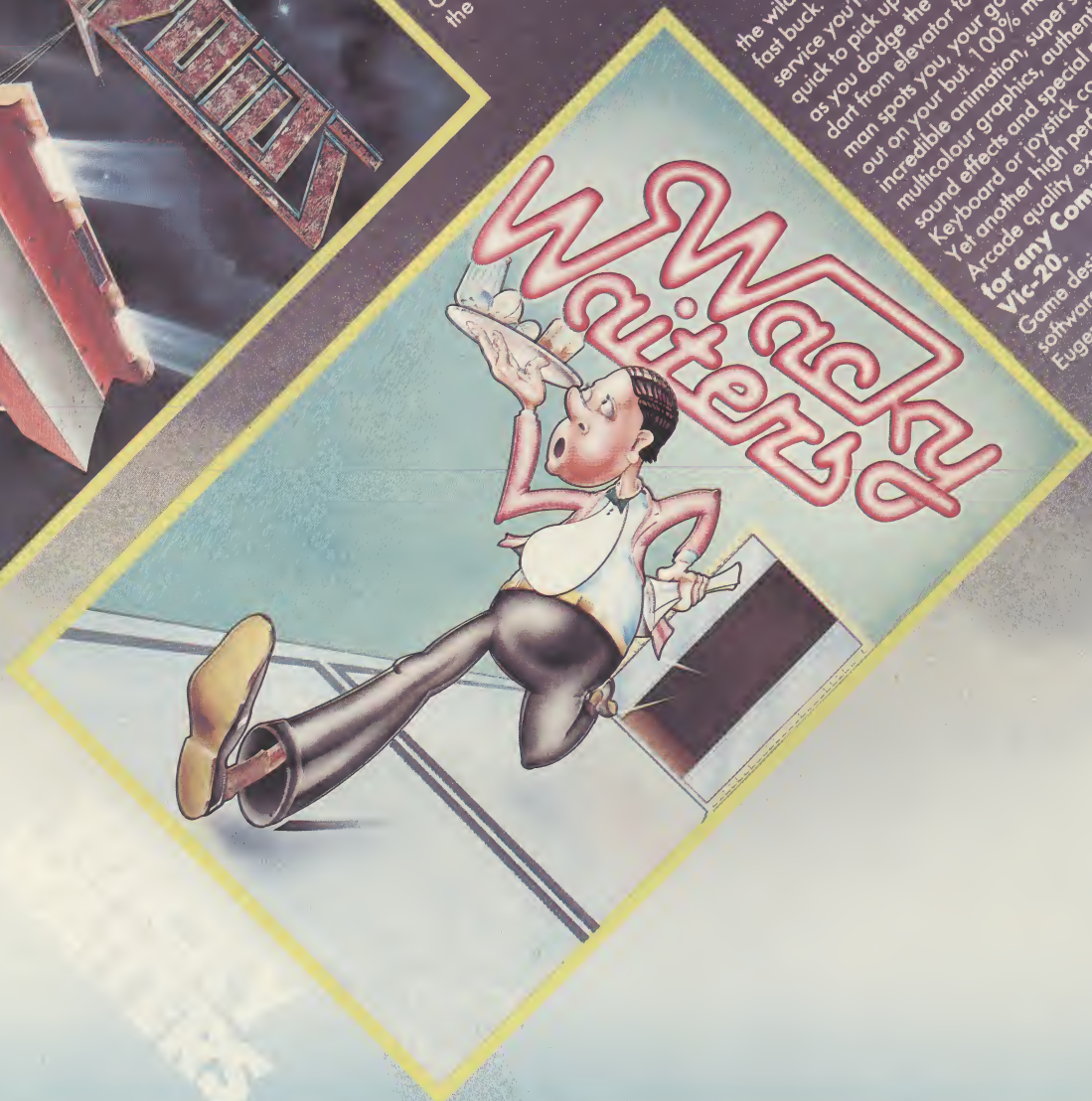
VIC-20 (any memory size)
100% machine code with eight different alien types,
smooth hi-res multicolour graphics and animation, narrow
playfield and sensational sound effects.
Keyboard or joystick.
Game design and software by D. H. Lawson.

for any ZX SPECTRUM.

It's my own fault, I even volunteered.
I thought that with the space-dozer and its shovel and skyhook
it would be easy shifting the galaxy's rubbish.
Childs play. HUHT! They warned me of the weird packaging,
the trays, the rods, and all the rest.
But they didn't say I'd have to stop and control not just one but two
or even more garbage pods. Then prod them, push
them, toward that black hole, and oh, it's so very, very
black, and so lonely, so empty.
Panic, musn't panic, but they won't stop, twirling and
spinning and turning, always turning, towards me, against
me, at me. And I'm alone.
No way out, nowhere to hide, on my own, my own... own...
SCHIZOIDS: NOT JUST A GAME, BUT A STATE OF MIND.

SCHIZOIDS features real-time animated 3d graphics for a
breath-taking visual experience, plus sound and all those arcade
features you'd expect from IMAGINE.
Game design and Software by Peter Paranoid and
the Yid Kids. (D.H.L.)

the wildest, zaniest way of earning a
fast buck. With crazy guests screaming for
service you're gonna have to be
quick to pick up the tips, don't slop the drinks,
as you dodge the drunks and
dart from elevator to elevator, coz if the Boss
man spots you, your gonna be
out on your butt. 100% machine code,
incredible animation, super smooth hi-res
multicolour graphics, authentic
sound effects and special playfield.
Keyboard or joystick control.
Yet another high performance
Arcade quality experience
for any **Commodore**
VIC-20.
Game design and
software by
Eugene Evans.



WATCH OUT FOR THEM...

catcha snatcha



..the name
of the game

Barney
bootface
had never had
it so bad, demoted
from ace detective of
the aristocracy to the
level of a mere store
detective he wanders his
now well worn beat around the
jewellery and watch counters his
considering his predicament a hell
life for the hardened criminal
he has to look after his hand
valuable property off on a
lost property office. Of course
expect the bomb to
or a plane
excitem
CAYLA SN
Teen the
Type dete
chaotic
of h
w

round the
counters
medicament
after lost
umbrellas
the occa-
excitement
a planted
TV screen
green the
more detec-
chaotic su-
of harassed
weekly shop-
the late-night
CATCHA SNATCHA
Hi-Res multi-
multiple play-
100% machine
joystick.
Game design
Eugene Evans.
for any Commodore Vic-20.

CATCHA SNATCHA brings to your TV screen the mad, mad world of the more detective in what has to be the most chaotic super store ever built with hordes of harassed housewives doing their weekly shopping. And you just wait till the late-night shopping starts.

CATCHA SNATCHA features smooth Hi-Res multicoloured graphics, sound, 100% machine code. Keyboard or joystick.

Game design and software by Eugene Evans.
for any Commodore Vic-20.



for any ZX SPECTRUM.
Are you just the average teddy.
Are you teddy enough to
take on the terrors of the
toybox in an epic struggle to
true role in life — to reach and comfort your
crying baby? To boldly go where no teddy
has gone before. To overcome incredible
odds, to take on and fight the clockwork
soldiers, the mammoth dolls, the train set, the
play people, and the murderous plastercine.

With only the bear essentials — your
wellington boot, your beachball and faithful
old peashooter — to overcome the incredible
only ally the Jack-in-the Box, you will need
to build stairways from the play bricks
around you to reach your baby without
getting the stuffing knocked out of you.

AN DIDDUMS features multiple
toyboxes with progressive difficulty
levels, super cute — super detailed
animation, sound and those only
smooth graphics that only
IMAGINE can produce.
100% machine code.
Game design
and software by
D. H. Lawson.

THERE IS NO ESCAPE



FRANTIC
for any VIC-20

MISSION: To excavate and mine the many moons of Spectrum. To research and destroy the many alien life forms present.

METHOD: GEO-GRAVITATIONAL MINING.

Your visor shows a visually bright view, a near blur of speed, pulled through the centre of the towards the centre of the with only a standard pull-grav le mere TV me to com the above vid-gra inf

formid, g-beast r the time be hand you radar ind round jet m

Any of these games for just

£5.50
EACH

including first class post, packing, VAT and an UNCONDITIONAL LIFETIME GUARANTEE

When you buy Imagine Software you buy it for life. If an Imagine Software product EVER fails to load first time simply return it to Imagine for an instant free replacement.

All orders despatched by first class post within 24 hours of receipt. Subject to stock availability.

Why not put a first class stamp on your envelope and you will receive your order within 3 days of posting. Available from W.H. Smiths, Boots, Laskys and all good software outlets.



**..the name
of the game**

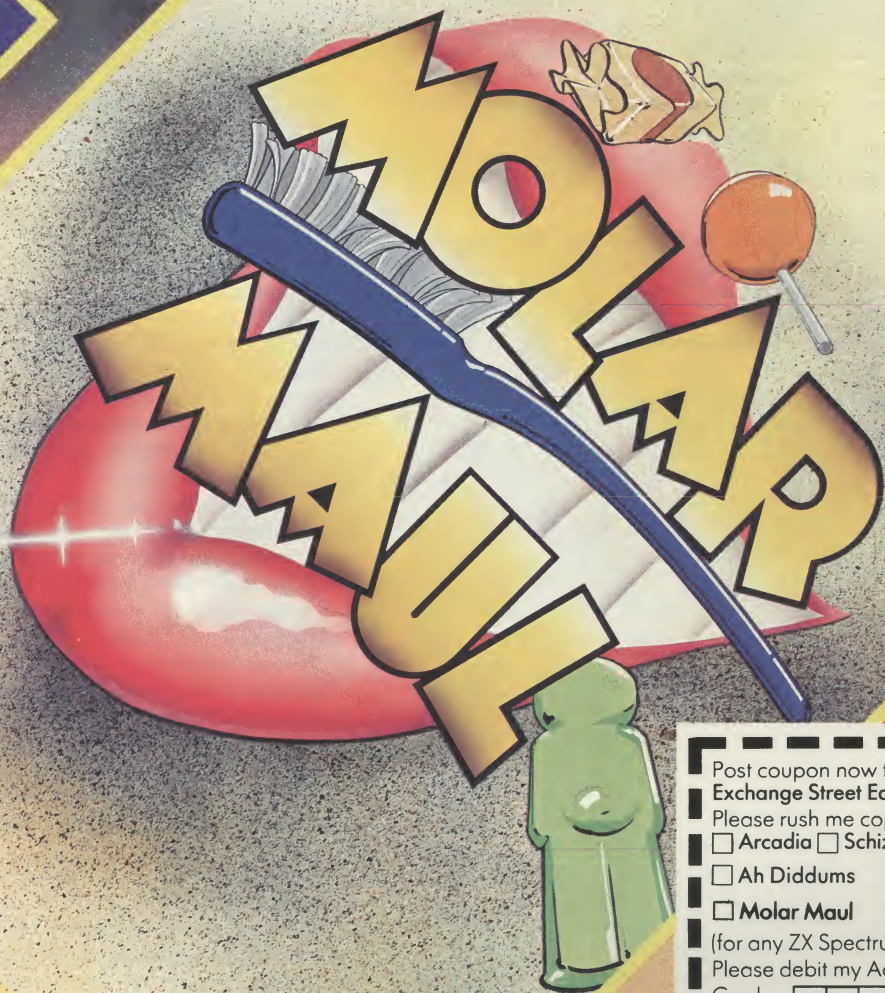
Dealership enquiries contact: Mark Butler

Imagine Software, Masons Buildings, Exchange Street East, Liverpool, Merseyside

usually breaking
of speed of the
by the d...
standard
the pull.
the TV mes
formidab
the h...
for
program informed you of your mission, but no
rooms of spectrum,
of the gravitational field
to
you have the very latest mining equipment, 2-way
near infinite number of levels, various mythical aliens, and a
sense-around radar.
Including the sort of full colour, smooth Hi-res graphics and
sound, you have come to expect from Imagine games.
Keyboard or joystick control on any Vic-20.
Game design and software by Eugene Evans.

MOLAR MAUL for any ZX SPECTRUM

"Please Mum, don't make me go to the dentist!"
"Well, if you brushed your teeth more often Malcolm, you
wouldn't have to. Remember what that nice man from Imagine
told you about those horrible DK's. They'll rot your teeth away if
you don't brush them. And it's no use trying to clean them if you've
no toothpaste on the brush. You had better stop eating all that junk
food as well, it only makes the DK's even more evil."
Poor Malcolm. He didn't heed our warning and now he's suffering the
consequences. Will you?
With just a toothbrush and a tube of Imagico toothpaste at your
disposal, can you keep the DK threat at bay and avoid a painful visit
to the dentist?
Written entirely in machine code, MOLAR MAUL presents a
breath-taking oral experience of colour and sound and
those smooth, hi-res graphics unique to Imagine.
Game design and software
by John Gibson.



Post coupon now to Imagine Software, Masons Buildings,
Exchange Street East, Liverpool, Merseyside L2 3PN.

Please rush me copies of (tick box)

- | | | | |
|-------------------------------------|------------------------------------|-----------------------------------------|----------------------------------------|
| <input type="checkbox"/> Arcadia | <input type="checkbox"/> Schizoids | <input type="checkbox"/> Arcadia | <input type="checkbox"/> Wacky Waiters |
| <input type="checkbox"/> Ah Diddums | | <input type="checkbox"/> Catcha Snatcha | |
| <input type="checkbox"/> Molar Maul | | <input type="checkbox"/> Frantic | |

(for any ZX Spectrum)

(for any Commodore VIC-20)

Please debit my Access/Barclaycard (delete as necessary)

Card Number

I enclose Cheque/PO for £

Name

Address

CVG5



SUPERFAST CREDIT CARD SALES LINE:

051 236 6849 (24hrs)



anne
anne

Merseyside L2 3PN.



SECRETS OF THE SPIES

An Adventure can cover almost any storyline providing there is excitement.

This is where the use of "special condition" lines can be used.

Supposing our theme is a spy story and, briefly, part of the plot runs like this: The player has obtained some microfilm from a dead-letter box unknowingly watched by the opposition.

His next hurdle is to flee the country, but must first get hold of his passport, taken from him during an earlier encounter with the opposition. The position of the player is:

Inventory: REVOLVER — object no.1
i.e. P(1)=50 MICROFILM— object no.2
i.e. P(2)=50

Location: DARK ALLEY — loc'n no.10 i.e. LN=10

Exits: EAST. Destination = DIM BACK STREET (loc'n no.9) WEST. Destination = GUARDED WALL (loc'n no.11)

BY KEITH CAMPBELL

Therefore E\$(10)="EW" and D\$(10)="x911"

The story line of our sub-plot is to go like this: If carrying the microfilm in location 9 the player will see a suspicious stranger lurking (object no.3).

After five moves in this location the stranger will disappear into an unseen opening leading to location 12, which was not visible or accessible before.

If he follows, the player will get killed. But after three more moves, the stranger will re-appear. He will shoot the player after another three moves if not shot first.

If the stranger is shot before he enters the opening, that exit will never be available.

To program this, the stranger must appear as if from nowhere when the current location is the dark alley and object 2 is in the player's inventory.

"Nowhere" will be created by in-

itialising the location of object 3 as a 88, a non-existent location.

Let us set up a count of visits to the location using the stranger's flag, C(3) which for reasons to be explained later will always be negative, initially -2.

Therefore we must count negatively:

110 IF P(2)=50 AND LN=9 THEN LET C(3)=C(3)-1 : LET P(3)=9

Now we must count five moves in this location before he disappears into the opening for three moves. This will be when C(3)=-7, -8, or -9:

120 IF C(3)<-6 AND C(3)>-10 THEN LET P(3)=12

We must comment on his disappearance and open up the new exit to location 12:

130 IF C(3)=-7 THEN LET Q2\$="STRANGER HAS DISAPPEARED" : LET L\$(9)=L\$(9)+" NARROW OPENING IN WALL" : LET E\$(9)=E\$(9)+"0" : LET D\$(9)=D\$(9)+"12"

To make him re-appear:

140 IF C(3)=-10 THEN LET Q2\$="STRANGER'S BACK" : LET P(3)=9

There is no need to re-assign his location, as it was set at 9 in line 110. Now he must shoot you if C(3)=-12:

150 IF C(3)=-12 THEN ..(go to suitable end of game message)

What we have not covered is the eventuality of the player entering location 12 while the stranger is there. Suppose we want the player shot, then we can adapt line 150 by inserting:

150 IF (LN=12 AND P(3)=12) OR C(3)=-12 THEN ...

But what if the player shoots the stranger? If this is done before he reveals the opening, he must be made to disappear forever in our SHOOT verb routine, to say location 99. Remembering that he started life at location 88, we must now amend line 110 to read:

110 IF P(2)=50 AND LN=9 AND P(3)<99 THEN ...

Thus our count of moves will only operate whilst the stranger is alive, and the player is carrying the microfilm in location 9.

A final extra touch might be to provide for dropping the microfilm in location 9, when the stranger will snatch it and disappear. Using the above conventions and variables, see if you can write the necessary line!

THE MAGIC OF FROBOZZ...

Two adventuring colleagues of mine who have access to a PDP-11 have been playing Dungeon from DECUS during their lunch breaks for the past 9 months.

They invited me over to join in, but I could see there was no chance I'd be allowed to lay a finger on the keyboard! Before them lay a map almost a metre square, painstakingly built up during their exploration of this very large adventure-land.

They told me they had recently discovered how to operate the sluice gates, and successfully drain a reservoir. They were currently at the bottom of a dry well and the problem under discussion was how they might get out upwards, for they were sure there must be an exit that way.

"It's a magic well, so we must be able to do something pretty useful here. The most useful thing for us right now is to go up," explained Ian.

How did they know it was magic? "It's a FROBOZZ well, and all FROBOZZ products are magic", he replied. Well, of course!

Suddenly their concentration went back to the screen. A lean and hungry

gentleman had just entered their vicinity, and without care on their part was likely to rob them blind.

I left them to it, wondering enviously whether I could afford a PDP-11.

Some weeks later I had a disc drive fitted to my TRS-80 and looking around for a disc Adventure, came across Zork.

I was intrigued and amused by the replies, some of which were over a screenful of text.

Indeed, the game has commands VERBOSE BRIEF and SUPERBRIEF to limit these screenfuls if you are going through a part of the game you have already played.

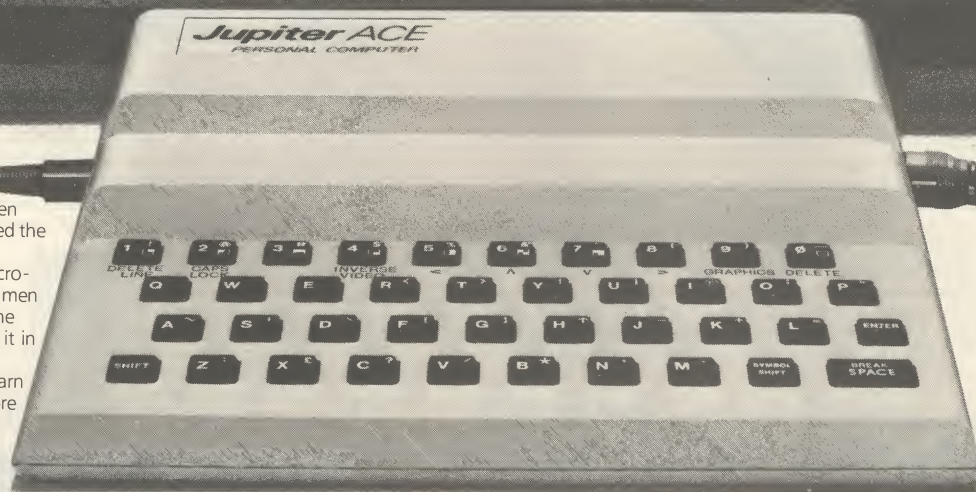
Zork turns out to be Dungeon. It is available for 32k Atari from Calisto Computers, and 32k TRS-80 from Tandy. Both machines must have at least one drive.

I haven't yet drained a reservoir, or even found the magic well, but I've been places that my friends haven't even heard of. That's how big it is!

I wonder how many readers are currently playing this game in one of its forms?

THE MEN WHO INVENTED ME WERE
CLEVER ENOUGH TO MAKE ME THINK
IN 'FORTH' (IT'S 10 TIMES FASTER
AND 4 TIMES MORE COMPACT THAN
'BASIC').

YET THEY'RE DUMB ENOUGH TO SELL
ME FOR £89.95! ■



Richard Altwasser and Steven Vickers are the men who invented the Jupiter Ace.

After years of designing micro-computers that use BASIC (both men played a major role in creating the ZX Spectrum), they abandoned it in favour of FORTH.

FORTH is just as easy to learn as BASIC. Yet it's a faster, more compact and more structured language that educationalists and professional programmers alike prefer.

So the Jupiter Ace is the only micro-computer you can buy that is designed around FORTH.

Using it, there's little fear of accidentally 'crashing' programs halfway through and having to start all over again (a common fault with BASIC). The Jupiter Ace's comprehensive error checking sees to that.

The Jupiter Ace has a full-size keyboard, high resolution graphics, sound, floating point arithmetic, a fast, reliable cassette interface, 3K of RAM and a full 12 month warranty.

You get all that for £89.95. Plus a mains adaptor, all the leads needed to connect most cassette recorders and T.V.'s, a software catalogue (35 cassettes available, soon to be 50), the Jupiter Ace manual and a free demonstration cassette of 5 programs

The Jupiter Ace manual is a complete introduction to personal computing and a simple-to-follow course in FORTH, from first principles to confident programming.

Plug-on 16K and 48K memory expansions are also available, at very competitive prices. (There'll be a plug-on printer interface available soon, too.)

It'll take you no time at all to realise how clever Richard and Steven were to design the Jupiter Ace around FORTH. And even less time to realise what a silly price £89.95 is to charge for it.

Technical Information

Hardware

Z80A; 8K ROM; 3K RAM.

Keyboard

40 moving keys; auto repeat; Caps Lock.

Screen

Memory mapped 32 col x 24 line flicker-free display upper and lower case ascii characters.

Graphics

High resolution 256 x 192 pixel user defined characters.

Sound

Internal loudspeaker may be programmed for entire audio spectrum.

Cassette

Programs and data in compact dictionary format may be saved, verified, loaded and merged. All tape files are named. Running at 1500 baud.

Expansion Port

Contains D.C. power rails and full Z80 Address, data and control signals. Can connect extra memory peripherals.

Editor

Allows complete editing and listing of compiled programs.

Please send cheque/postal order to:
Jupiter Cantab, 22 Foxhollow, Bar Hill,
Cambridge CB3 8EP.

Jupiter ACE

Please send me _____ Jupiter Ace microcomputers @ £89.95 (+ £3.95 p. & p.)
Tick here if you require VAT receipt ☐

Name _____

Address _____

007 0183

Available for immediate delivery. Allow 14 days for p. & p. U.K. price only (export price on request).

COMPETITION-PRO JOYSTICK

PRECISION
GAME CONTROL!



SPECTRUM JOYSTICK
NOW AVAILABLE FROM
LARGER BRANCHES OF
WHSMITH

Outstanding Features

- Self centring stick.
- Super strong nylon and steel construction, built to last.
- A total of 8 directions plus 2 large fire buttons.
- Arcade proven moulded leaf switches ensure incredible reliability.
- For **ZX Spectrum** complete with stylish interface which simply plugs into the Spectrum expansion port (with or without printer) **ONLY £25.00 inc VAT.**
- Full range of Joystick compatible software for Spectrum available from W H Smith, Boots and leading computer shops or direct from us.
- For **VIC 20, Atari 400 and Atari 800** only **£16.50 inc VAT.**

KEMPSTON MICRO ELECTRONICS

180a Bedford Road, Kempston, Bedford, MK42 8BL

I wish to order:	Item	Amount
Hardware		
<input type="checkbox"/>	Spectrum Joystick (// £25.00)	
<input type="checkbox"/>	VIC 20 Joystick (// £16.50)	
<input type="checkbox"/>	Atari 400/800 Joystick (// £16.50)	
Software		
<input type="checkbox"/>	3D Tunnel 16/48K Spectrum New Gen (// £5.95)	
<input type="checkbox"/>	Galaxians 16/48K Spectrum Artic (// £5.95)	
<input type="checkbox"/>	Spookyman 16/48K Spectrum Abbex (// £4.95)	
<input type="checkbox"/>	Slippery Sid 16/48K Spectrum Silversoft (// £5.95)	
<input type="checkbox"/>	Cyber Rats 16/48K Spectrum Hewsonsoft (// £5.95)	
<input type="checkbox"/>	Night Flite 16/48K Spectrum Hewson Cons (// £5.95)	
<input type="checkbox"/>	Time Gate 48K Spectrum Quicksilva (// £6.95)	
<input type="checkbox"/>	Meteoroids 16/48K Spectrum Softek (// £4.95)	
<input type="checkbox"/>	Gulpmen 16/48K Spectrum Campbell Sys (// £5.95)	

Please tick appropriate boxes
Please add £1.00 P&P on hardware.
Software post **FREE**

Post & Package

Total (VAT inclusive)

Cheques/Postal orders should be made payable to Kempston (Micro) Electronics Ltd
For Access/Barclaycard please give your card number and signature

Card No. _____

Signature _____

Address _____

**Please post to Kempston (Micro) Electronics, Dept CVG5
180a Bedford Road, Kempston, Bedford, MK42 8BL**

New from ...

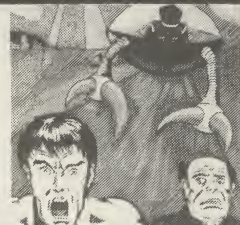
MIKRO-GEN

SPECTRUM Software

COSMIC RAIDERS (16K) £5,95

You — the only remaining pilot of the "Earth Defence Fleet" — have the daunting task of defending the Earth from attack by alien beings that have already set up a base of their own on earth.

- * Radar Scanner display in hi-res *
- * Full colour and sound effects *
- * From the author of Spectrum 'Scramble' *
- * 100% machine code *



SPACE ZOMBIES (16K) £5,95

Shooting through space you are ambushed by a fleet of Space Zombies flying at you in formation, swooping and diving at you. Destroy them, if you can! But in destroying them, you attract more to the area, and the game gets progressively harder.

- * Full screen hi-res graphics *
- * 1 or 2 players * Joystick option *
- * Full sound and colour *
- * Three playing speeds *



MINES OF SATURN and RETURN TO EARTH £5,95

Mines of Saturn While piloting a routine orbit of Saturn, you are caught up in a radiation storm which forces you into the giant planet's rings. Your energy drained, you make a forced landing on the planet's surface. Luckily you crashed near an abandoned mining base and you set off in search of some di-lithium crystals to refuel your stranded space ship. Can you do it?

Return to Earth Having escaped from your previous dilemmas, you reach Earth Station 1, but fail to make radio contact. You effect a safe if harrowing manual docking. On entry you find it deserted, and the control room destroyed. You must explore the station and find some way to alert Earth of your predicament, but beware, many of the rooms are identical, there is extensive damage, and signs of alien intruders.

(16K) Text Adventure



Graphic Adventure (48K)

MAD MARTHA

£6,95



Poor little Henry is the hen-pecked hero of this domestic tale. One night he can take no more. He steals his wages from his wife's purse, sneaks out of the house being careful not to wake the baby or trip over the cat, and heads for the bright lights to have some fun. Trouble is he runs out of money. His only way to raise some cash is to gamble his few remaining pounds on the spinning wheel of the roulette table. Just as Henry is getting into his evening his wife — Mad Martha — has noticed his absence. Realising Henry has absconded with the housekeeping she sets out after him with an axe. Guess what part you play in this happy tale? That's right, you're Henry. Watch out for that axe!



Access or Visa Card holders



please telephone (0344) 27317 (9am-6pm)

Please add 40p per order for post & packing

Name _____ Address _____

☐ Cosmic Raiders ☐ Space Zombies
☐ Mines of Saturn/Return to Earth ☐ Mad Martha

MIKROGEN, Dept A3, 24 Agar Crescent, Bracknell, Berkshire, RG12 2BK

HIRE AND FIRE!

In our quest for the cheaper way to play we found that rental prices vary tremendously — but an average price to aim for is around 50p-a-day for a top-of-the range game like Star Raiders or Pacman.

Hardware units are also offered for hire by some of the high street television rental shops.

Radio Rentals were the first people to start hiring video games a year ago when they offered the Intellivision for hire. You can get one for £5.95 a month, or £4.95 if you already rent a television from Radio Rentals. For the price you get the Master Component and a soccer cartridge, plus one other cartridge of your choice.

Radio Rentals policy on the games cartridges themselves has always been to sell rather than hire — but this is likely to change if a scheme currently being tried out in the North West proves successful. In certain shops in the region the firm is hiring out the Mattel range of games on a weekly or daily basis.

If you don't have a Radio Rentals shop near you then you may also be able to rent games from your local video-films hire shop. Almost every high street now has a video shop and many newsagents stock them as well.



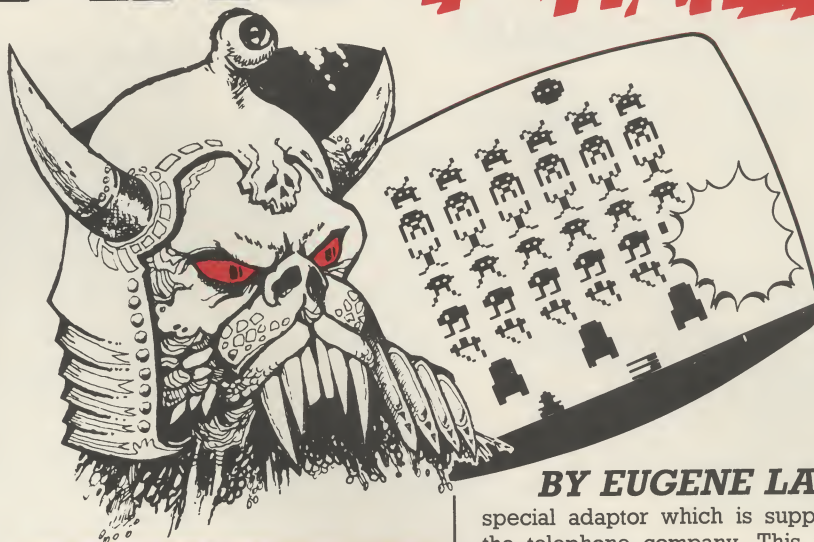
A typical scheme is operated by Easy Video Limited at their three shops in the London area. You can hire a top of the range game for 50p a day. Games which are cheaper to buy are also cheaper to hire. These go down to about 20p a day.

Hardware units come considerably dearer at between £5 and £7 a week.

Soni Dosaj of Easy Video said the main advantage of hiring a cartridge was that it gave you an opportunity to give the game a thorough testing in your own home before you decide to buy. There must be at least one game in your collection which seemed like a good buy at the time but after the first couple of weeks hardly ever gets played. Hiring should enable you to tell whether a game stands up to the two-week test.

Your local public library may also soon be stocking video games for hire. Surrey Library Department now has video games for hire in seven of its branches. They offer the complete range of Atari VCS cartridges, with Imagic and Activision titles shortly to be added to the list.

During the 18 months the scheme has been running it has been an enormous success. The demand for games has



Blowing up video aliens is great fun — but it can cost a bomb to save the universe!

With the best new games retailing at anything up to £30 Computer and Video Games decided to take a look at a cheaper way of playing video games. And we found that the key to cost cutting may be found at your local video hire shops, where among the films you may find video cartridges available for rent.

been so great that the proceeds have recouped the initial outlay and the scheme is now self-financing.

The chief librarian of Surrey Library Services Mr Douglas Betts, told C&VG that people often queue up to wait for games to be returned so that they can hire them.

Surrey charge 50p per week and you can hire up to four games at a time using your library tickets in the same way as you would to borrow books.

There has been some criticism of video games in the library, although Mr Betts says he has been able to counter this with the many advantages of the scheme.

The games attract young people into the library and they may learn to appreciate the other services offered.

It also provides a small revenue for the library, and is the first step towards the "library of the future" which will provide educational and instructional software not only for video games units, but also for home computers and video recorders.

Technology is also cutting the costs of playing games.

In the US you can play a game using a telephone link in a similar way that microcomputer owners can get access to games, via Prestel, and the new Micronet 800 system in the UK.

The American system is based on a

BY EUGENE LACEY

special adaptor which is supplied by the telephone company. This takes a signal down the telephone cable to your home which is then converted into a games program for your Atari VCS or Intellivision.

The charge for the game is then made at the end of the month when you receive your telephone bill.

Although hire is not as popular in the U.S. as it is here, one nationwide hotel chain is offering its guests a Colecovision and cartridges to hire for the duration of their stay.

If your local library doesn't stock video games and you don't have a local video films hire shop, there are a number of hire by mail firms now offering competitive schemes on video games.

Just £10 will buy you a life membership of the hire club run by E&E



Enterprises of Cornwall.

You then pay 25p a day hire and there is no extra charge for postage and packing.

E&E stock the entire range of games for the Atari VCS, Mattel Intellivision, Acetronic, and Philips G7000 machines. They buy their games direct from the wholesaler so that as soon as the games are in the shops they are also available for hire from E&E.

As official buyers for the Video Traders Association, Easy Video are also offering a hire service to individual shops who can then hire the games out to their customers.

Games Galore, a Slough based firm, offers a range of games for the Atari.

An annual fee of £40 enables you to borrow the games at no extra charge.

So if you want to play all the latest video games without breaking the bank the best advice C&VG can give is hire and fire folks!

ROMIK SOFTWARE

24 Church Street, Slough SL1 1PT. Telephone: Slough (STD 0753) 71535



**ROMIK PROMISE
A MINIMUM OF
ONE NEW GAME
EVERY MONTH**

STRATEGIC COMMAND

by Alan J. Owens

For the Dragon Computer.

As the name suggests Strategic Command is a game of strategy for two players, the object of which is to overrun the opponents capital. Each player has a capital that contains: 2 battleships, 3 destroyers, 1 aircraft carrier, 2 cruisers, 1 heavy artillery gun, 2 light tanks, 2 main battle tanks, 1 mechanised infantry unit. Each player also has a naval base with: 1 battleship, 2 destroyers, 1 aircraft carrier, 1 mine layer, 2 mine sweepers, 2 submarines, 3 patrol boats, 3 cruisers.

Each player also has an army base with: 1 mine layer, 2 light artillery guns, 2 mine sweepers, 1 main battle tank, 3 mechanised infantry units, 2 light tanks, 1 heavy artillery gun, 3 reconnaissance units. Each player can create up to ten task forces, of up to three units at any one time, mine fields can be laid, and swept, naval forces can engage, or be engaged by land forces if they come close enough, and up to three task forces from each side can engage each other in battle. There is also an air reconnaissance facility.

The game takes a few minutes to learn, but can take anything from a few minutes, to several hours to play, depending on the skill of the players.

MULTISOUND SYNTHESISER

by Darren Hall

For the unexpanded VIC 20 (in machine code of course) the synthesiser is split into four main sections. 1, normal; 2, normal with drum; 3, programmable background music; 4, white noise. Each section is accessed by pressing one of the four function keys.

Music can be played like a normal organ or synthesiser by using the 2 rows of keys "Q" to "Z" and "A" to "P". By pressing certain keys, different harmonics and sound effects may be created. Up to 4 tunes of up to 255 notes each can be created as background music, and can be saved to tape for reloading at a later date. A background tune plus the drum beat (choice of 6) can be played together, and at the same time you can play another tune over the top, the rhythm can be speeded up or slowed down, etc., etc., etc.

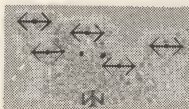
SPACE ATTACK

by Cliff Ramshaw

For the unexpanded VIC 20.

Space Attack is a machine code arcade quality game with extremely good graphics, and 3 starting skill levels.

There are four different waves of different alien space ships, which attack you (as the pilot of an inter galactic battleship) with increasing speed and ferocity, each wave coming faster than the last, and shoot in up to three different directions as they attack, making dodging them extremely difficult, you more or less have to keep firing and moving all the time.



SPACE FORTRESS

by Darren Hall

For the unexpanded VIC 20, available early February. Space Fortress is a machine code arcade quality game with brilliant action and clean very attractive graphics, and absolutely amazing sound effects and probably the best game for the VIC 20 from any manufacturer to date. There are 20 skill levels, but you always start at skill level one, first of all you are attacked by 3 waves of the suicide squad, then 3 waves of sidewinders then 3 waves of stistorian swoopers. Finally you are attacked by the purple avengers. All these different deadly defence forces attack you using different methods of attack. After you have destroyed the last wave of purple avengers, the Space Fortress appears, this you have to shoot down before it puts up its defence shields and disappears into hyperspace. If you shoot it down you advance to the next skill level. If you fail, you go back to the skill level that you were on. Each time you destroy the fortress you gain an additional life (you start with 5).

SUPER NINE

by Ian Morrison and David Anderson

for the unexpanded ZX81

Altogether there are nine machine code games, all on the one tape. CANYON: you have to guide your space ship along a canyon which gets progressively narrower. 50 skill levels and 50 speed levels.

ASTERIODS. You have to guide your ship across the screen, avoiding the asteroids. 10 skill levels, 50 speed levels.

ASTRO BLASTER. The object of the game is to shoot down the fireballs, asteroids, and enemy craft.

DEFENDER. The object of the game is to shoot down the enemy craft and save the humanoids.

SQUASH. A two player game of squash, both players being able to move simultaneously, the loser being the first one to miss the ball 3 times.

SCRAMBLE. You have to avoid the mountainous landscape, shoot down the rockets and blast the ammunition dumps.

SKETCH. Create your own pictures on your TV screen, with rub out facility, also you can copy your artwork to the ZX printer.

COSMIC RAIDER. You must shoot down the aliens whilst avoiding the clouds and mountains.

FOUR THOUGHT. A two player game, the object of which is to get four counters of your own in a row, horizontally, vertically, or diagonally.

MARTIAN RAIDER

by Cliff Ramshaw

Our top selling game for the unexpanded VIC 20, Martian Raider is a machine code, arcade quality game. You are the pilot of an intergalactic battle ship, your mission is to bomb the cities, ammunition dumps, and ground to air missiles of the evil Martian overlords. Attacking you are the U.F.O.s, meteorite storms, and the ground to air missiles. All of which (if you are quick enough), you can shoot down. You have a limited time to complete your mission. But this time is extended each time you hit an ammunition dump. If you lose one of your three lives (a bonus life is awarded at 10,000 points) you will get additional time with the new life. There are several different screens which advance automatically during play, superb graphics and action. Uses joystick, or easy to use keyboard controls.



MOONS OF JUPITER

by Dave Byrden

For the expanded VIC 20. Will run in 3K and/or 8K and/or 16K.

Moons of Jupiter is a machine code arcade quality game with absolutely brilliant actions and graphics, with 3 skill levels.

The game is similar in concept to asteroids, but with better action and graphics: you have to shoot the moons which then break up into smaller fragments, which you also have to shoot and yet again they will break up, all the time coming at you from different directions and at different speeds. Watch out for the U.F.O.s, but even more deadly are the Gologs, these you cannot shoot, you have to lure them into the moons to destroy them. You start with 5 lives and gain one additional life each time you clear the screen. Uses joystick or easy to use keyboard controls.



SHARK ATTACK

by Cliff Ramshaw

For the unexpanded VIC 20. Shark Attack is a machine code, arcade quality game. You have only three lives. You are in shark infested waters after being thrown overboard from a pirate ship. Your only protection being an atomic net which you trail behind you. Trying to trap the sharks (hopefully all together) and proceed to fill the screen with the net. If you stop, or cover your tracks for too long the sharks will escape and come after you. Each time you will fill the screen with your net. The screen will clear, two octopuses will appear, and the sharks will increase their ferocity of attack. Each additional time that you fill the screen, two extra octopuses will appear, and the sharks will grow more ferocious. Uses joystick, or easy keyboard controls.



SEA INVASION

by Cliff Ramshaw

Sea Invasion is a machine code, arcade quality game, similar in concept to "Space Invaders" but much better in many respects. There are five skill levels; 1, beginner; 2, trainee; 3, semi-professional; 4, professional; 5, ace; so no matter how fast or slow your reflexes are, there is a speed to match your skill. Unlike Space Invaders, the creatures do not move left then right, etc., but move off the right of the screen, and come back from the left, so there is no safe place to hide. Uses joystick, or easy keyboard controls.



NEW GAMES... AVAILABLE EARLY MARCH...

Vic 20... Power Blaster (unexpanded)... The year is 2201, the Universe has been ravaged by many wars. You are the commander of a Venusian defence force patrol ship, your mission is to blast away the remote control high power bombs which are being planted by the Martian overlord's personal attack force...
Vic 20... Time Destroyers (expanded)... +3K, or +8K, or +16K)... You are the commander of a fleet of destroyers, your mission is to save the Universe from being disintegrated by the Vortenians, a race of aliens from a distant galaxy, who have found a way of destroying the space/time continuum, without affecting their own galaxy...

OUR GAMES ARE AVAILABLE FROM ALL GOOD HOME COMPUTER SHOPS, INCLUDING:

Micro C inside Currys at: Birmingham (233 1105), Leeds (46601), Luton (425079), Nottingham (412455), Southampton (29676), inside Bridgers at: Bristol (650501), New Malden (01-949 2091), and at: Leicester (546224), London (01-387 9275), Manchester (834 0144)... Chromasonic Electronics, 48 Junction Road, Archway, London N19 (01-263 9493/9495), Maplin Electronic Supplies Ltd., P.O. Box 3, Rayleigh, Essex (0702 552911/554155), Gemini Electronics, 50 Newton Street, off Piccadilly, Manchester (236 3083), Gamer, 24 Gloucester Road, Brighton... Dixons, Queensmere, Slough (23211)... Channel One, 174 High Street, Hornchurch, Essex (75613) and Golden Cross Parade, Rochford, Essex (540455), Twill Star Computer, 17 Regina Road, Southall... Data Asstette, 44 Shroton Street, Birmingham... The Computer Centre, 14 Hemmels, Laindon, Essex (0268 416155)... Microspot, 15 Moorfields, Liverpool... R. Seedle, 47 Woodlands Road, Ansdell, Lytham St. Annes... Cambridge Computer Centre, 1 Emmanuel street, Cambridge... Karlinda & Co., Elliott Road, Selly Oak, Birmingham... The Sharp Computer Shop, Melville Street, Lincoln... Milequip, 7A Hare Lane, Gloucester (411010)... North West Business Machines, Curate Street, Great Harwood, Lancs... Instep Footwear, 23 King Street, Great Yarmouth... J.A.D., 21 Market Avenue, Plymouth (669462)... Metyclean, 92 Victoria Street, London SW1 (01-828 2511)... Metyclean, 137 The Strand, London WC2 (01-240 2321)... Metyclean, 177 London Road, Croydon (01-686 8626)... All branches of Laskeys, Vic Centre, 154 Victoria Road, Acton W3 (01-992 9904)... A.C. Systems, Exeter... Microtrading, Birmingham... Supersoft, Harrow... Anirog Computers, Horley, Surrey (346083)... Ozwise Computers, Harrow (429 1060)... Cavendish Data Systems, South Norwood (656 8941)... Software Master, 30 Lincoln Road, Birmingham... Tomorrow's World, Dublin... Algray Software, Barnsley (83199)... Computer & Business Systems, Nelson, Lancs. (0282) 601191... Dyad Developments, Oxon. (08446 729)... Leisurronics/Blackpool Computer Stores (0253 27091)... Carlow Radio Ltd., Bedford (60447)... Byte Shop Computerland, Glasgow (221 7409); Nottingham (40576); Manchester (236 4737)... First Byte Computers, Main Centre, Derby (365280)... Simmonds Magee Computers Ltd., Twickenham (891 4477)... Capital Computer Systems, Ilford (553 3026)... A.O.M. Business Systems, L.V.E. Building, Leicester (548923)... Jutea Ltd., Bridge, Near Canterbury, Kent (0227 830083)... Twickenham Computer Centre (01-892 7896)... Kent Microcomputers, Maidstone (0622 52784)... J.S. Simnett Computers Ltd., The Computer Shop, Kingston (01-546 3793)... Chris Denning Ltd., Poole (0202 761859)... Yorkshire Micro Computers, Scarborough, Yorks. (0723 78136)... Taylor Wilson Systems, Oakfield House, Station Road, Dorridge.

Micro-Professor

THE 64K COMPUTER THAT SPANS GENERATIONS.



£269.00 INCLUSIVE OF VAT
64K RAM

Micro-Professor Peripherals:

- 55 Key, full-size keyboard with single stroke BASIC commands.
- Floppy Disc drive.
- Thermal or dot matrix printer.
- Joystick controls.

The complete 'family' micro-computer...

The **Micro Professor** is truly a family computer. With its powerful **64K RAM** and **16K ROM** (including 12K bytes for BASIC) it can handle the needs from the children to the office environment. Since the **Micro Professor** runs most of the existing **APPLE II** Software you will never be at a loss for home management and entertainment programmes. You and your family will also want to explore the emerging worlds of computer music, art, design and animation.

The **Micro Professor** can do all this and more.

In business, the **Micro Professor** can be a valuable tool at work with its capability to handle **APPLE II** Software you have access to a wide range of programmes such as accounting, payroll, job costing and inventory control, or if you have a special problem unique to your business you can write your own programmes in BASIC or go to high level languages such as PASCAL, FORTH, LOGO and PILOT.

16K ROM (includes 12K of BASIC) makes it easy.

The kids will love the excellent range of games available, 120 at present and growing all the time, plus with the knowledge that the **Micro Professor** is capable of handling **APPLE II** Software they can possibly relate to the **APPLE II** computer they are using at school. With its six colours plus high and low resolution graphics the **Micro Professor** will sustain the most enquiring mind to explore the world of computer aided design.

Apple II is a trademark of Apple Computer Inc.

Micro-Professor

MPF II

MASSIVE FOR A MICRO.

Exclusive U.K. Importers:
SIRTEL (UK) LTD., 19/24 Alfric Square, Off Maxwell Road, Woodston Industrial Estate, Peterborough PE2 0JP. Tel: (0733) 236010/233955



PUZZLING

TRY THIS TRICK SWITCH

Visitors to Matilda the witch's house, after negotiating the tricky landing among the chimney stacks and finding a safe pot to drop in by, find life inside just as complicated.

Matilda is always trying to rearrange her cumbersome furniture — so large that only one item at a time will fit into each tiny room.

Spells are of no help — in fact they led to the present disorder. What is needed is a solid spot of weightlifting.

Only one object can be moved at a time into the only empty room. Each room is connected to the room next door on the same level and, by stairs, to the room immediately above or below it.

The problem is that the clock must change rooms with the book and the cauldron needs to be where the bed is and *vice versa*. The settee is already in the right place.

What is the least number of times the objects must be moved to achieve Matilda's aim?

Labelled counters or paper squares can be placed on our picture and pushed around to simulate the removal men.

You can record your effort by noting the one empty room after each move is made.

MELTING POT

Matilda, the wicked witch has, without any great originality, called her house The Cauldrons. As most of her visitors travel by broomstick, the house name is painted, rather decoratively, on the roof.

If you can move from tile to adjacent tile — either straight down or diagonally, just how many different ways are there to spell CAULDRONS?

You can spend most of your holiday trying to count them but there is a much easier way of finding the answer — and perhaps the rest of the tiles on her roof may be of help!

ARCADE GAME ON BOARD

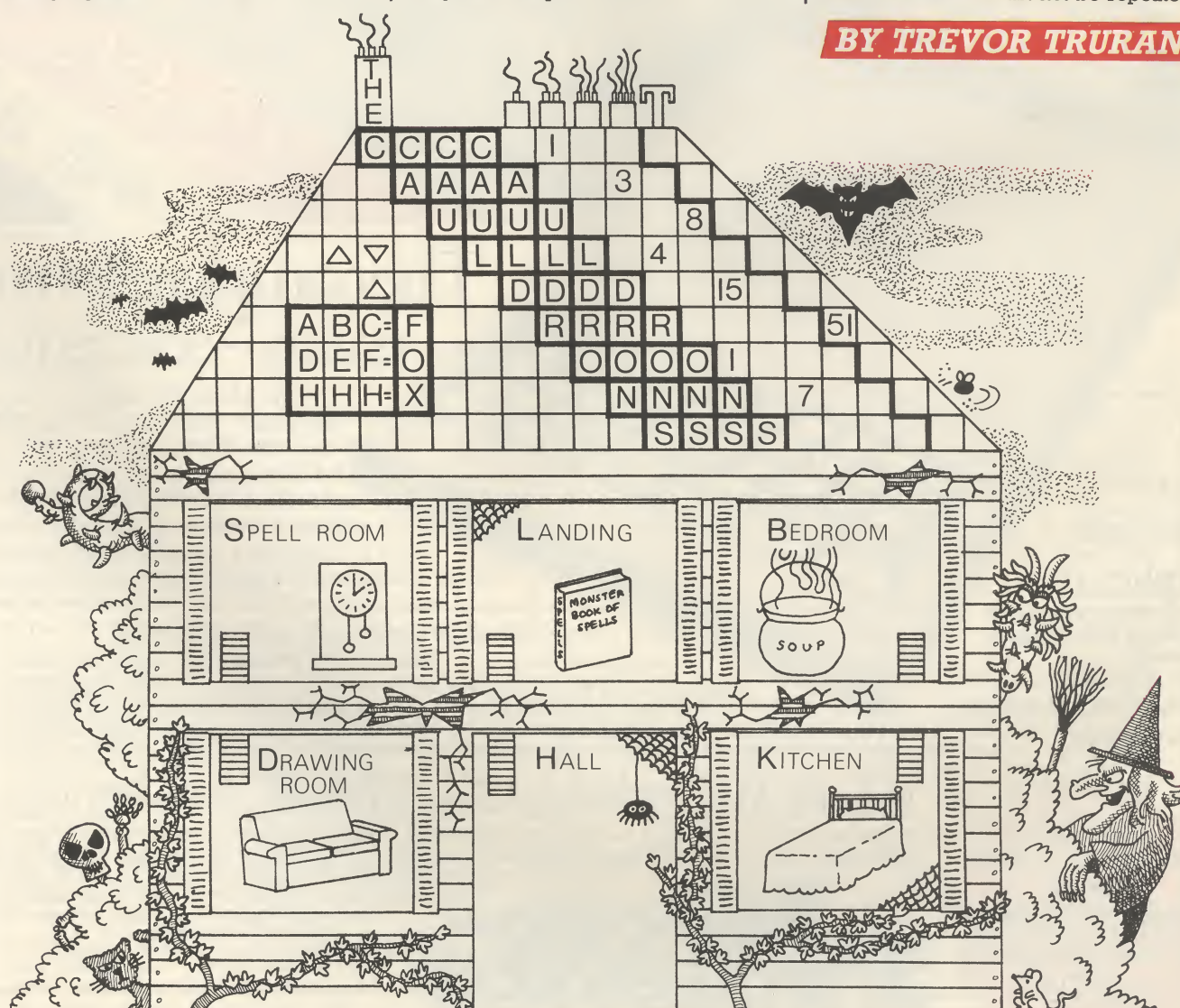
The ACME Spaghetti, Bedding Plants and Interplanetary Travel Co, not being in quite the same league as NASA and the Russians has entered the space race on a microchip scale.

So slow is their first Delta rocket that time, even in zero G, hangs heavy on the hands of the crew. To pass the dayless months away they have taken the headline of the last newspaper the saw before leaving Earth and are attempting to form new words from it.

On each new line one letter must be dropped from those used in the line above and those left must form a new word or words. A word, to be valid, must be of three letters or more and must be a bold type entry from *Chambers Twentieth Century Dictionary*, (revised ed.).

Words must not overlap along the line and must be separated by a bar. A word once used must not be repeated.

BY TREVOR TRURAN



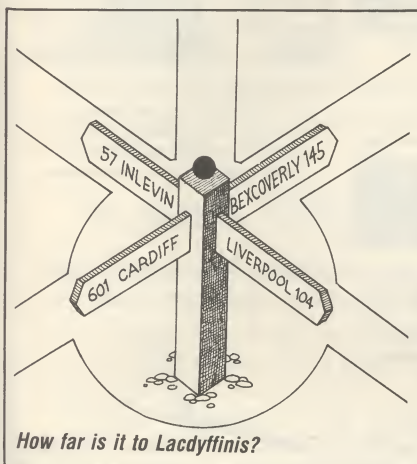
Each line scores the total of all the letter values which appear in it. These values are shown above the top line, so hanging on to your J or your F might be a good idea.

Before finding the grand total by adding up the scores for each line, bonuses can be gained for each word which is of five or more letters. The bonus is one point for each letter in the word; a five-letter word gains five points, a six-letter word six points and so on.

ACME ground control reports that the navigator aboard the spaceship had just recorded a splendid new high score and was about to give the details when the telephone line linking them to Earth finally broke.

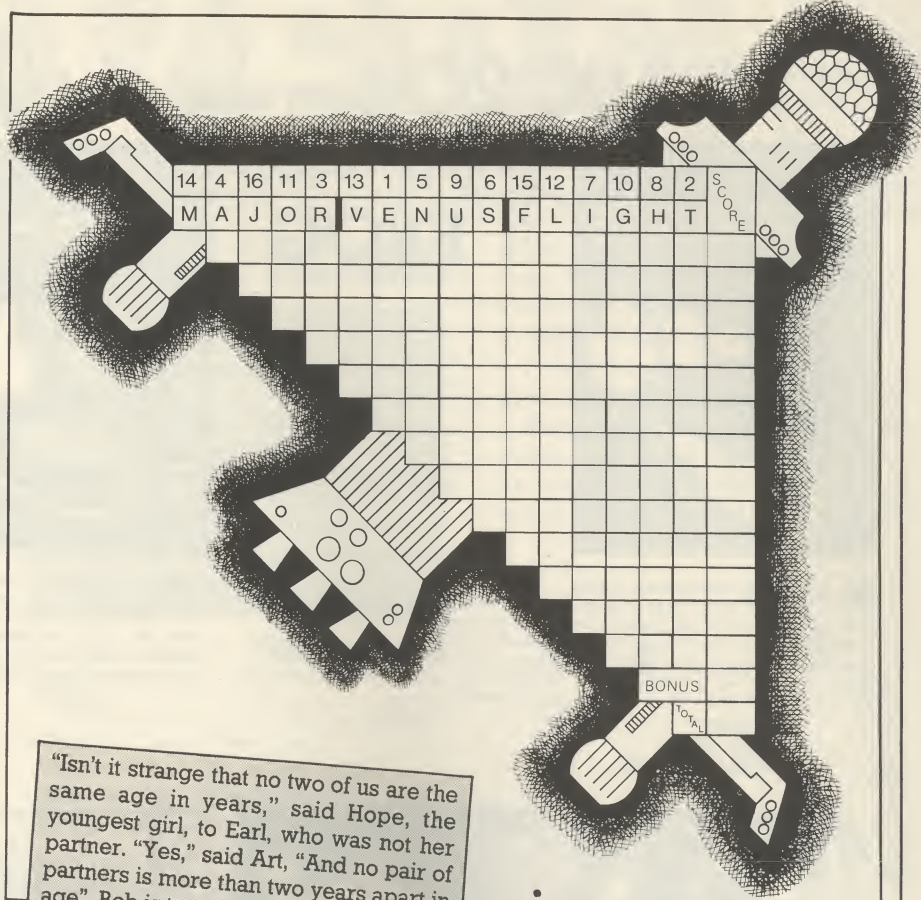
The company has therefore decided to extend an invitation to the readers of this magazine to submit their best efforts and has coerced **Milton Bradley** into donating three of their range of six arcade board games. The range includes Pacman, Frogger, Donkey Kong, Defender, Berzerk and Zaxxon. To enter, send in the diagram, or a copy of it, with your words, score for each row, bonuses claimed and final total to reach us by May 12.

The first three prizewinners highest scoring entries will each receive a prize — provided they remembered to include their name and address! Usual competition rules apply.



How far is it to Lacydffinis?

WITCH SWITCH
18 moves. As in this sample, shown by the initial letter of the empty room: L, B, K, H, L, S, D, H, K, B, L, H, D, S, L, B, K, H. HOW FAR? distance is equal to the sum of the roman numbers which are included within it. Thus Liverpool = L+IV+L = 104, Cardiff = 100+500+1=601, Lacydffi- nis = 50+400+1+1=452. NOTE: CD=400 not 100+500 just as the IV in Liverpool equals 4 and not 1+5; i.e. numbers are read in conventional terms.)



"Isn't it strange that no two of us are the same age in years," said Hope, the youngest girl, to Earl, who was not her partner. "Yes," said Art, "And no pair of partners is more than two years apart in age". Bob is two years older than Hope's partner.

Pluto's partner and Earl are two years apart in age. Charlotte is one year older than Ida. Pluto, while three years older than Hope's partner, is younger than Ida.

Fran's partner and Pluto are four years apart in age. Fran and Bob are four years apart in age.

When you know that Fran is 25-years-old, you can work out the age of Earl, can't you?

By Paul McLenen

Farmer Nure's Blooming Problem in March proved that we don't number many horticulturists among our readership.

Trevor Truran finally managed to outsmart most of you by the convoluted thinking and only two readers entered a correct solution.

Mrs M. Barker of Aireville Close, Keighley in Yorkshire and Alan Northcott of Reading Road, Winnersh, Wokingham discovered the secret of the red, white and blue blooms.

Their reward is a Vulcan Electronics Hungarian Ring to puzzle over. The other eight rings we will hold back for a future competition. Our commiserations go out to all the rest of you who sweated over the problem with a ball-point pen poised.

SOLUTIONS

main letters ABC=F A=1, B=2 ... and A further clue is given to the left of the

four numbers in the final row:

By completing this table of answers the total can be found by adding together the

four numbers in the few lines it will be apparent that each number is the sum of the three numbers in the row above, diagonally to the left:

From filling in the top few lines it will be filled in as clues.

the right. Some of the answers have can be entered onto the tile spaces on CA, CAU ... starting from each C in turn

212. The number of ways of spelling C,

les further suggest "three". Those mathematically minded may deduce the result by noting that the totals for spelling C, CA, CAU, CAUL are 4, 9, 18, 32 and work out that the formula

$$(N+1)(n+2)(N+3) - (n-1)3i$$

Where N is the number of letters in the word, gives a general solution.

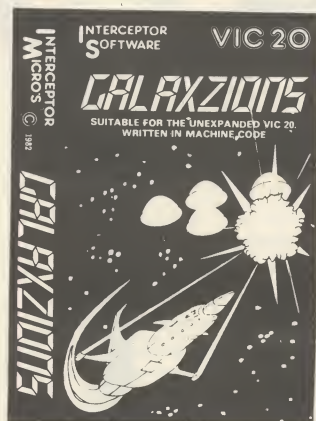
CRYPTIC COUPLES
Earl is 26 years old. The partners and

their ages are:
Art (19) and Hope (20).
Earl (26) and Fran (25).
Bob (21) and Ida (23).
Pluto (22) and Charlotte (24).

UNEXPANDED
VIC 20

VIC 20 SOFTWARE FROM INTERCEPTOR MICRO'S

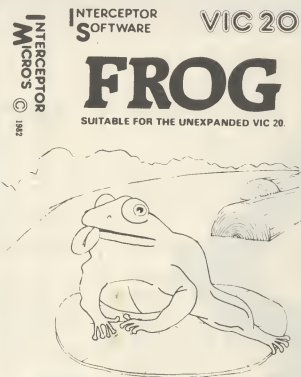
UNEXPANDED
VIC 20



GALAXZIONS — MACHINE CODE
This is the most amazing alien game ever seen on the VIC 20. Galaxzions swarming in attack formation to destroy your planet. The nearest program to the real arcade game for the unexpanded VIC 20

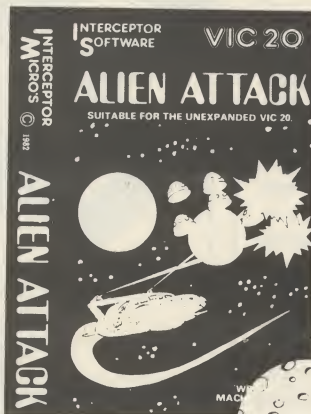
....£7.00

NOW ONLY £5.00



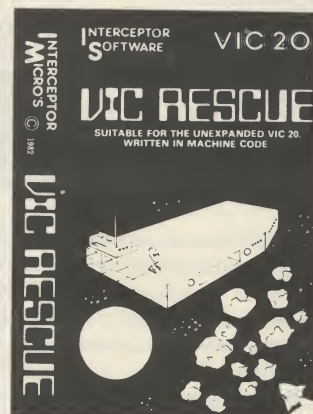
FROG
An amazing version of Frogger in the unexpanded VIC 20. With diving turtles and plenty of vehicles to run you down. Fast action and high resolution graphics. Joystick or Keyboard control.

....£4.00



ALIEN ATTACK — MACHINE CODE
You are under attack from an immense force. This program has various ways for you to battle against, giving an extra-terrestrial experience for any adventurous human being

....£6.00



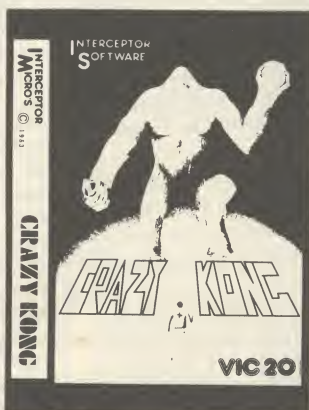
VIC RESCUE — MACHINE CODE
Your planet is under attack by a fourth dimension and your only escape is by lunar pod to the mother ship. However you must first dodge your way through the Asteroid belt and onto the landing pad before returning home. Keyboard or Joysticks control, high resolution colour graphics

....£5.00



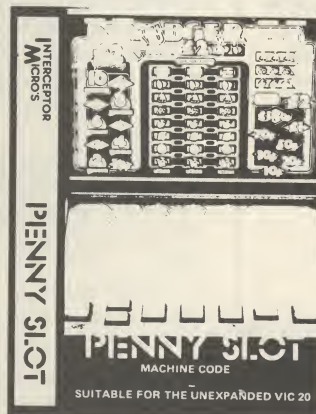
FANTAZIA — MACHINE CODE
Star Wars was never like this, you are being invaded by the ultimate Alien force to create a most entertaining game of Fantazia. The enemy are coming in from all angles in some of the most amazing formations. The end of civilisation is near and the only way out is in your hands. May the fear be in you!! Hi-Res colour graphics

....£6.00



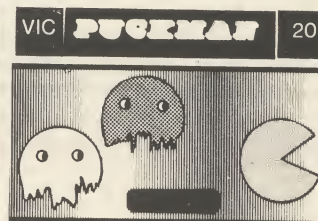
CRAZY KONG — MACHINE CODE
Kong has stolen Mario's girlfriend and taken her to the top of his steel fortress. You must guide Mario first across the 'Easy Elevator' and over the custard pies onto the fortress. Up the ladders to your loved one, however, be careful not to be killed in the process by the barrels which Kong hurls down the structure. Includes some of the best graphics ever seen on the VIC 20

....£6.00



PENNY SLOT
This program is designed around a penny slot machine and gives true to life animated action. Try your luck to win a fortune. For VIC 20. With hold and nudge features for only

....£4.50

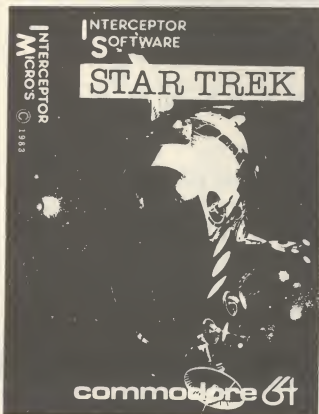


PUCKMAN — MACHINE CODE
The old favourite back again. Joysticks or Keyboard control. Fast action. High resolution colour graphics on the unexpanded VIC 20

....£6.00

TRADE ENQUIRIES WELCOME
Tel: (07356) 71145

commodore 64



STAR TREK — CBM 64 24K
Your mission is to clean up the universe from the rebels which inhabit the planets. Warp from galaxy to galaxy in an attempt to complete your aim. Uses sprite graphics and contains full documentation for the beginner. Bravely go where no man has gone before!

....£7.00

NEW !!

PANIC 64
FULL MACHINE CODE
WITH SPRITES
.....ONLY £7.00

Mr. Mrs, Miss Address _____			
Quantity	Item	Unit Price	Total
	Galaxzions Vic 20	£5.00	
	Crazy Kong Vic 20	£6.00	
	Frog Vic 20	£4.00	
	Alien Attack Vic 20	£6.00	
	Fantazia Vic 20	£6.00	
	Puckman Vic 20	£6.00	
	Panic CBM 64	£7.00	
	Star Trek CBM 64	£7.00	
	Penny Slot Vic 20	£4.50	
	Vic Rescue Vic 20	£5.00	
	Postage & Packing	50P	50P
TOTAL			
Send order to: Interceptor Micro's, Lindon House, The Green, Tadley, Hants			

Interceptor Micro's Lindon House, The Green, Tadley, Hants.

WANTED ONE FULL TIME
MACHINE CODE PROGRAMMER 6502 or Z80

REVERSI

ODD AND EVEN PREJUDICE

Understanding this controversy will improve your, or your computer's, skill. Black seems to have an advantage in the opening, though why is difficult to explain.

Black's first move is forced by symmetry, as A in diagram 1, but all of White's replies (B's) allow Black to play good moves, as defined in the previous article on openings. From then on White has to tread very warily.

Black seems to have more opportunity to remove "safe" moves from White. The end result is that White should be under pressure throughout the game.

Black should try to capitalise on opening gains by aggressively destroying White's "options" (choices of sensible moves). This can mean taking sides more willingly.

White should be frugal with his own options, his aim being to survive to the end-game.

BLACK'S POWER

If you look at the alternative starting position (allowed in Reversi, but not in Othello) as shown in diagram 2, you will find that Black has even more pressure after move C.

White D and Black E are typical replies and reveal the source of Black's power — the odd number of squares in the inner corners (i.e. C, D and E are three squares which is

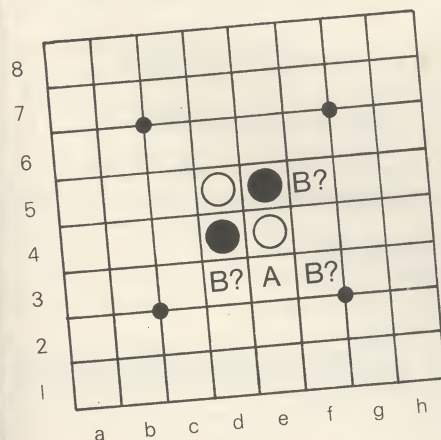


Fig. 1

BY JOHN BALL

When playing Othello, also known as Reversi, do you prefer to be Black or White? In all logic games, one side is commonly thought to have a slight advantage, such as White in chess. The world-wide preference for Othello is Black.

According to the international Grapevine, top American and Japanese players are now favouring White. About time, too!

an odd number). White then has to breach the next area.

To understand the Black v. White struggle, you must grasp the concept of "odd" and "even" areas — in other words areas with odd or even numbers of spaces.

SUBTLE DOUBLETS

After the opening, Black comes up against even areas, and has to use his ingenuity to create odd areas.

White on the other hand is happy

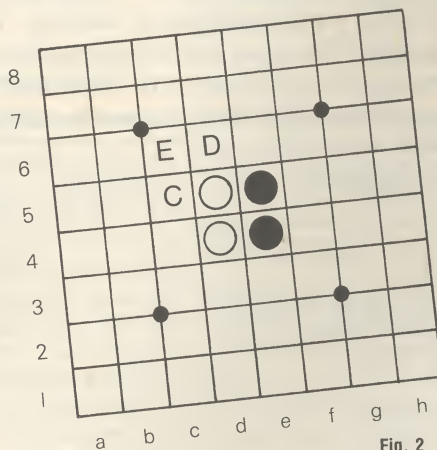


Fig. 2

to have even play, due to doublets in the end-game.

These "doublets" are really the final even groups of spaces split up into pairs. Examples are FF, GG and HH shown in diagram 3.

To play in one space would invite your opponent to play in the other paired space.

It is an advantage to be the second player, as it wins you corners or sides. Indeed throughout the game, there are more subtle "doublets".

As Black started, if the end-game

splits up into a series of doublets, then Black will lose each one, assuming that White has the sense to follow Black into each doublet.

From this, a big difference in aims is raised for Black and White.

Black's purpose throughout the game is to make the game odd — by creating odd areas, ideally in which only Black can play. Black

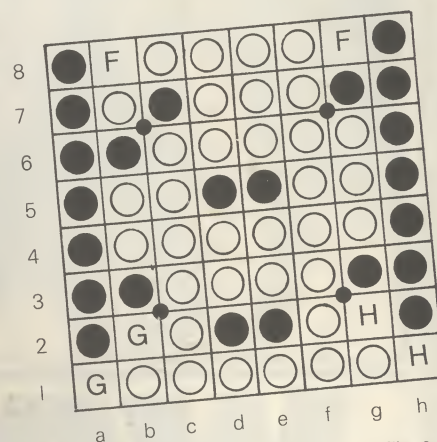


Fig. 3

then avoids odd areas unless there are an even number of them. This puts White in doublet trouble.

White's purpose throughout the game is to make the game even, by creating even areas, forcing Black into doublet trouble.

Usually the best Black can do is stave off the doublet trouble until the last two or four spaces. If he can keep it odd to the end — a rare event — he has usually won.

So if you are good at surviving early on, you should have more chance of winning as White, now that you know about the even and odd doublet battle.

For four years now, former British champion John Parker and myself have spoken out in favour of White as giving the best opportunities.

According to the international grapevine, top American and the brilliant Japanese players are now switching their allegiance to White as well. And about time too.

Unlike chess, where the large number of opening moves means that the first mover can dictate the way the game develops initially, the first mover in Othello is limited to just four, all causing identical positions.



Welcome back partners! Hope you all are ready to git back on the trail agin!

This time our trail-boss Ron Potkin is looking at the input routine. But first here's a few words about moving about in the wild western world of Warpath.

Movement Phase — Other options:

STOP — To stop a piece before all moves are spent, press "S".

HOLD — The pieces flicker in a predetermined order. If you wish to hold a piece until the other pieces have moved, press "H". This helps when a portion of the board is congested. The piece will flicker when the other pieces have moved.

CHANGE SIDES — If you decide that all movement is complete even though some pieces have not moved, press "C". This will cause the TRS-80 to prompt for any pieces on "HOLD" and then move into the attack sequence.

LEAVE THE FLAG — The piece in the hex containing the Flag will always move the Flag as it moves. If you wish to move the piece without the Flag, press "L".

WARPATH

Part five of Ron Potkin's wild west wargame series. This month Ron gets things moving in the right sequence. He also offers his help to anyone having problems following his trail on the Warpath so far.

WARPATH Part 5 — MOVE

```

70 PRINT@0,CHR$(30);PRINT@0,I$(BOW)"SV(1)I$(TOM)"SV(2)"HORSEM
EN"SV(3)T$SV(4);IFSV(5)THENPRINT"+ GENERAL";
80 IFSV(1)+SV(2)+SV(3)>0THENRETURNELSEGOSUB430;GOSUB340;GOSUB340
:PRINT"ALL "I$S"E(2)T$ WIN";GOSUB340;GOSUB340;GOSUB120;GOTO70
100 IFPLTHENT=1:T1=25;RETURNELSET=26:T1=50;RETURN
120 IFINKEY$=""THENRETURNELSERUN
160 Q9=0;FL=H(TP);IFBL=SFTHENQ9=1;RETURNELSERETURN
270 PRINT@SF," ";GOSUB430;PRINT"H.Q. CAPTURED "I$S WIN...
,"";GOSUB510;PRINT@SF,FL;GOSUB510;GOSUB120;GOTO270
310 IFBL<SFTHENRETURNELSES=SP+VF(X)+3;PRINT@S,CHR$(186);GOSUB4
30;PRINTI$S CAPTURE FLAG!";PRINT@S," ";GOSUB120;GOTO310
330 IFQ9=0THENRETURNELSESF=BL;IFSF<701THENRETURNELSEPRINT@SF,D;
" ";GOSUB400;BL=SF;GOSUB410;PRINT@SF,FL;A1;GOSUB430;PRINT"FLAG
IS HOME!"T$ WIN";GOSUB120;GOTO330
340 FORI=1TOW2:NEXT:RETURN
450 NX=USR(BL);IFPEEK(S9)<255THEN520ELSENX=0;RETURN
460 A=INKEY$;IFA=""THENGOSUB470;GOTO460ELSEX=VAL(A);IFX<7THENRET
URNELSE460
470 GOSUB510;PRINT@SF,G;GOSUB510;PRINT@SF,FL;RETURN
480 FORI=1TO9;GOSUB470:NEXT:RETURN
490 G="HOW";GOTO480
510 FORJ1=1TO20:NEXT:RETURN
520 NA=0;IFNX>50OR(NX<26)=(T<26)THENRETURNELSENA=1;RETURN
530 S=SP+VF(X);PRINT@SF,D;PRINT@S,FL;IFR2THENRETURNELSEIFBL=SF
THENPRINT@S+3,A1;PRINT@SF+3,CHR$(128);RETURNELSERETURN

```

```

540 FL=1-FL;GOSUB70
550 GOSUB100
560 A=INKEY$;BL=ABS(PC(T,0));IFBL=0THEN720ELSETP=PC(T,1);KH=0;MV
=3-(BL=SF)-(TP=2)-(TP=5)-3*(TP=3)
570 K1=MV;IFKLTHENIFFC(T,0)>0THEN720ELSEPC(T,0)=BL;KD=KD-1
580 GOSUB410;LF=0;R2=0
590 GOSUB160;G=RIGHT$(STR$(MV)+",",3)
600 GOSUB460;IFXTHEN640ELSEIFLTHEN600
610 IFA="L"THENIFSF=BLTHENQ9=0;LF=1;GOSUB430;PRINT"LEAVE THE FLA
G!";GOTO590ELSE630
620 IFA="S"ORA="C"THEN680ELSEIFA="H"ANDK1=MVTHENPC(T,0)=PC(T,0)
:KD=KD+1;GOTO720
630 GOSUB490;GOTO590
640 GOSUB500;IFPLAND(NB=822)THEN270ELSEIFNX<ZTHEN630
650 BL=NB;IFL=0THENGOSUB330
660 PC(T,0)=BL;POKEV3,Z;POKEV2,T;GOSUB530;GOSUB400
670 IFPLTHENGOSUB310
680 IF(TP=2)AND(MV<1)AND(A<"C")AND(A<"S")THEN700ELSEPOKES9,6
690 GOSUB450;IFNXTHENIFNATHENGOSUB410;G="***";GOSUB480;GOTO720EL
SE690
700 IFA="C"THEN730ELSEIFA="S"THEN720
710 MV=MV-1;IFMV<0THEN580
720 IFA<"C"THENLF=0;T=T+1;IFT<T1THEN560
730 KL=0;IFKDTHENKL=1;GOTO550
740 GOSUB430;GOSUB100;FORI=1TO50;PC(I,2)=0;NEXT:FORK=1TOT1;BL=AB
S(PC(K,0));IFBLTHENPRINTK;GOSUB1230
750 GOSUB430;NEXT:RETURN
1230 RETURN 'STUB

```


Are you finding the coding tough? It is always difficult to follow someone else's program, let alone one that has been written on a computer other than your own. The Editor and I are anxious to provide assistance to help you, so if there are any difficult points, please write and let us know.

Machine code is a challenge to convert and, as one reader has pointed out, could mean a complete rewrite.

You will find it helpful to study Ted Ball's series of articles on machine language in this magazine because this compares the code for all the popular chips. Remember, however difficult it may appear, don't give up in despair! Write in and tell us the problem.

I told you in my last article that we had completed a module which would enable you to write several wargames. We must now start to concentrate on the detailed programming for WARPETH and this month I intend explaining the input routine.

Now that the SEARCH routine is included, we can now look at the coding required to move a piece. Intertwined is a routine to test for pieces on HOLD.

You will also see that flags are needed to provide for a man in the FLAG hex and for the man who wants to move without the FLAG.

To assist you, figure 1 is an explanation of every line from 540 to 750. Line 840 controls the whole program.

The main input handling routine is handled by lines 460/470 which will accept any number from 1 to 6 or a character.

Fortunately, the VALUE of a character is zero which is very convenient. Line 480 handles errors; instead of the number of moves, it flickers "HOW".

Line 1230 is a STUB. This leads into the COMBAT routines which we will start work on next month.

Once you have entered this month's listing, there will not be room for the remainder of the program.

An inspection of the program shows that the DATA statements take up a great deal of space, and as you by now appreciate, these are superfluous once the information is loaded into the strings. I suggest that you work in the following manner:

1. Load your tape containing parts 1 to 4.
2. Type in the listing below.
3. Save on a new tape.
4. Run the program. You will now be able to move the pieces on the map. Try out all the options given in the rules.

5. Once you are satisfied, delete lines 791, 1084, 3000-3150, 5198-5400.

Once you have made these changes you will notice a great improvement in the initialisation.

WARPETH

to be continued
next month



Figure 1

- | | | |
|-----|----------|-----------------------------------------------------------------------------------------------|
| 540 | START | : Change sides, display number of pieces, check win by elimination. |
| 550 | PRANGE | : Get range of PTABLE index for that side. |
| 560 | INDEX | : Get location of piece, its type and moves. |
| 570 | | : Check HOLD condition — if location is negative, decrease KD — the number of pieces on HOLD. |
| 580 | DISPLAY | : Display WINDOW, Clear "FLAG" flags. |
| 590 | INPUT | : Get character and "Man in FLAG hex" flag. Prepare MV string. |
| 600 | | : Prompt for input. If a number, it's a MOVE, else if previous input was "L", goto INPUT. |
| 610 | A="L" | : If man not in FLAG hex, goto ERROR. Set LF flag, message and goto INDEX. |
| 620 | A="S" | : STOP moving that man — goto FINISH. |
| | A="C" | : CHANGE sides — goto FINISH. |
| | A="H" | : If man has not moved, negate index 0 and increase KD, number of pieces on HOLD — goto NEXT. |
| 630 | ERROR | : Print "HOW" — goto INPUT. |
| 640 | MOVE | : Is hex vacant? If HQ captured, END game. If Hex is not empty, goto ERROR. |
| 650 | UPDATE | : If FLAG has reached fort, END game. |
| 660 | | : Update IBOARD, WINDOW, BIGSCREEN and PTABLE. |
| 670 | | : If indians have captured FLAG, END game. |
| 680 | FINISH | : Is man a tomahawk? Not required to stop. |
| 690 | | : Test surrounding hex for opponents. |
| 700 | If A="C" | : Movement complete but check for HOLD. |
| | If A="S" | : Goto next piece. |
| 710 | | : Decrease MV. If moves still available, goto DISPLAY. |
| 720 | NEXT | : Increase piece index. If more pieces to move, goto INDEX. |
| 730 | | : Check for HOLD. If KD greater than zero, goto PRANGE. |
| 740 | | : Combat sequence. |
| 750 | | : Return to line 840. |

C & VG SOFTWARE FORM

Have you written a games program which you feel is just right for C&VG? If so we have come up with a form to ensure that we can test it out and give you our views on it, as quickly as possible.

We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name:

Machine make: Model

Other models it should run on: Number of K needed to run it:

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it:

Author's name: Christian name: Sur-name:

Address:

Tel: Date:

Type of game: (If original please say so)

Loading instructions:

Game instructions: (If not included in the listing)

Office use only

Date received:

Acknowledgement sent: ☐

Name of evaluator:

Date sent out:

Date due back:

Needs to be returned to author for alterations: ☐ Date sent:

Due to be published in issue of magazine.

Evaluator's comments

Good enough to publish ☐

Needs some tidying up ☐

Not worth publishing ☐

Same game already published on this micro ☐

Wouldn't load ☐



SEVENTH EMPIRE

THE FALL OF AN EMPIRE

THE Seventh Empire is dead. Long live the Seventh Empire! By way of an apology to readers who were planning out their next moves, we have to admit that we have had a technical hitch beyond even the Bugs' wildest imaginings.

A combination of a disc-drive error which did not back up our data properly and a power cut which scratched out our current data disc meant that our files on the game are now hopelessly out of date.

Although we can laugh about it now, coming in on press day to find the mess that used to be a flourishing galaxy winking out error messages when it should have been neatly processed and ready to print out the results, almost reduced a half-grown staff-writer to

tears and had our production editor tearing his hair out.

It was very tempting to write that a previously unmentioned black hole which Mike Singleton had placed in an uncharted region of the Galaxy had sucked the whole caboodle down its eternal maw.

But we couldn't just leave you all to such a fate. The Seventh Empire is currently being resurrected. We have the technology to rebuild it, better and faster than before. And all your details are still filed away ready to be written back into the program.

The disc drives have been sent out to be repaired and the program discs have, luckily, escaped damage. So we are currently trying to ensure that the

Seventh Empire will rise from the ashes of its former self.

It will mean that we'll have to send out new fleet positions, but we hope that you'll bear with us, put the first three turns down to experience and join in the triumphant re-launch of the Seventh Empire in our next available issue.

A final note: I know a couple of people have phoned up saying that for one reason or another they have had to give up the Seventh Empire commitment. We do have a lot of other readers who would like to take your place in the game, so please phone or write if you would like to opt out of the revitalised Seventh Empire and we will put a new reader into that slot.

A special apology goes out to our last top 10 players in April who were pulling ahead in the race for the Colecovision prize. We will scratch our heads to try and ensure that the new Seventh Empire takes account of their scores.

But on the positive side, we have learnt a lot about what we were taking on when we launched Seventh Empire and although it is currently a dirty word in the office, the resurrected game will benefit from that knowledge.

Our thanks go to Psion and Melbourne House for providing the software for our April winner's prize. David Jones has a Spectrum and he chose The Hobbit, Penetrator and Flight Simulation as his reward for trading his way to our top April score.

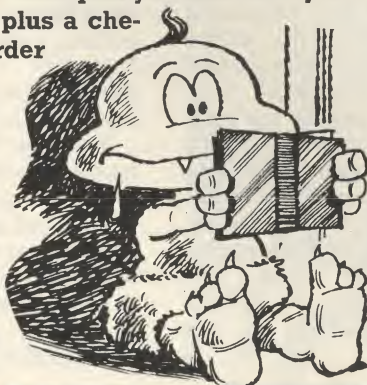
**COMPUTER
& VIDEO
GAMES**

BACK ISSUES

Look what you've been missing! Games programs for your favourite machine, news and reviews of those games tapes you've always wanted to know about, plus special features on the latest trends in the exciting world of computers and gaming.

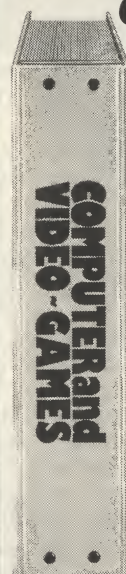
If you would like to catch up on what's been going on in the pages of Computer and Video Games over the past months why not send off for some back issues? It's easy to do.

Just send details of the copies you want with your name and address, plus a cheque or postal order made payable to Computer & Video Games to C&VG Back Issues, Competition House, Fardon Rd., Market Harborough, Leicestershire. Each issue costs £1 including post and packing.



EASIBINDERS

Quick, neat and easy!




It's so easy and tidy with the Easibind binder to file your copies away. Each binder is designed to hold 12 issues and is attractively bound and blocked with the COMPUTER & VIDEO GAMES logo. Price U.K. £4.25 including postage, packing and V.A.T. Overseas orders add 25p per binder.

Nat. Giro No. 5157552.

Please allow 3/4 weeks for fulfilment of order. Payment by ACCESS/BARCLAYCARD/VISA. Send coupon below detailing credit card no. and signature. Why not place your order now? Send the completed coupon below with remittance payable to:-

Easibind Ltd., 4 Uxbridge St., London, W8 7SZ.

Order Form COMPUTER & VIDEO GAMES

I enclose P.O./cheque value for binders
Years required BLOCK LETTERS PLEASE
Name
Address
Date Registration No. 307469. 



**NEW
SUPER
SOFTWARE
CLUB**

THE CLUB YOU CAN TRUST!

The best software from the most respected houses, for
**ZX81 * SPECTRUM * DRAGON
* ORIC * ACE * BBC**

Membership includes 20% off 1st tape. 15% off next 3 tapes.
10% off all future tapes. Mail Order Membership **£8.00**
Shop Membership **£5.00** Optional LIFE Membership only **£5.00** extra!
PLUS: Special Offers * Newsletter * Free Offers * Special Hardware Offers
or write (enclosing S.A.E.) for details
Call now: **0533 29023** 5 ST. PETERS LANE, LEICESTER

WANT TO USE YOUR SINCLAIR?

We really mean USE your ZX81/SPECTRUM PRO-GAMES offer the best in games, education, business programs and books to suit everyone. Hire a tape/book for two weeks (approx £1.40) then if you want it pay the difference if not return it and try again. This unique service is available for £10 a year. Send cheque/PO for membership card, catalogue, news, reviews, special offers.

**PRO-GAMES, 10 LEYBURN GROVE
CHAPELTOWN, SHEFFIELD S30 4ES**

48K SPECTRUM

Three entirely new programs available for this machine:

1. **HELMSMAN**. A sophisticated yacht simulator.
2. **DIRECTOR**. This program will run an imaginary manufacturing operation.
3. **PORTFOLIO**. A complex investment simulator.

All of these cassettes available from us for **£4.95**.

**SOFT OPTIONS, 31 BROMPTON COURT,
CASTLEKNOCK, CO. DOWN, EIRE.**

TEXAS TI99/4A SOFTWARE

GM4	SNAKE + SPACE ATTACK	£2.95
GM5	HAUNTED HOUSE + WUMPUS	£3.95
GM6	SORCERER'S CASTLE + LUNAR LANDER	£3.95
GM7	3-D MAZE + TOWERS OF HANOI	£3.95
GM17	FORBIDDEN CITY + MASTERMIND	£4.95
GM19	DEVIL'S ISLAND + RUSSIAN ROULETTE	£4.95
GM21	CHALICE + PENGUIN	£3.95
GM22	BOMBER + ALIEN ATTACK	£3.95

Please add 50p p&p to orders under £6. Over £6 post free. Send cheque or P.O. or telephone with Access/Barclaycard for immediate despatch. Send s.a.e. for full list.

APEX TRADING LTD (Dept. CVT)

115 Crescent Drive South,
Brighton BN2 6SB. Tel. Brighton (0273) 36894

DUPE TAPES FOR ATARI

Copies most single and double loaded cassettes £9.95 inc p&p ALSO cassette-to-disc programme £9.95 inc. p&p.

**18 Bradshaw Avenue, Glen Parva,
Leicester LE2 9TZ.**

ATARI 400/800 SOFTWARE

Why spend a fortune on software when you can hire all the very latest released games etc. at a most comprehensive rate? We have an all-round selection of disks, cassettes and cartridges awaiting your Atari 400/800. Apply now and hire your first 2 games free: For full details send stamped addressed envelope or phone evenings 7pm-10pm or weekends. (0783) 286351.

**Games & Software Library, 35 Tilbury Road,
Thorpe Close, Sunderland SR3 4PB.**

WARE SOFTWARE SOFTWARE SOF REVIEWS

MIGHTY KONG BEATS OFF ANNOYING BUGS

KRAZY KONG

Take an ape, a blonde starlet and a cute little carpenter called Mario and you've got the three vital ingredients of Donkey Kong one of the latest hit arcade games.

Most video games players will know the format backwards but for the uninitiated the plot is a simple one. The ape has grabbed your girl and taken her to the top of a steel fortress. You must climb the fortress and rescue her, avoiding barrels which the great hairy beast is showering you with from above.

After the first few attempts at playing Interceptor Micros version for the unexpanded Vic-20 this game appeared to have more bugs than a flea-bitten old moggy. It took me quite a few games to learn how to get started.

All the action takes place on one screen — as opposed to the three screens of the Nintendo original.

I was disappointed that the ape cannot be made to crash to the ground as he does in the arcade version when you reach the top level. When you get to the top you simply kiss the girl to rescue her, clock up a few bonus points, and then you must start all over again — but at a faster pace.

The bugs mentioned above occur mainly at the beginning of the game. To get started you must jump onto an elevator which takes you to the bottom of the steel fortress.

If you jump at the wrong moment you may find half of your body left behind. Or, when you do get to the bottom of the fortress having jumped off the elevator safely you may find yourself wading through the first level instead of walking along it.

Another thing that could have been improved was the long delay after being hit by one of the barrels. I found myself constantly bashing the repeat button in sheer frustration.

On the graphics side Krazy Kong scores highly for the unexpanded Vic. The ape and girl were both believable representations even if Mario was a little stick-like.

Converting Donkey Kong to the unexpanded Vic was an ambitious project which many other software houses have not attempted. Interceptor Micros version plays a reasonable game despite the odd bug. It is available from the Tadley, Hants. based firm at £6.95.

● Getting started	9
● Value	6
● Playability	6



GIVE THESE GUARDS THE BRUSH OFF! SUPER GLOOPER

Paint the numerous corridors of a maze and dodge the aliens. This is the challenge you face in the new ZX81 game from Psion called Super Glooper.

There are five different mazes to choose from, and unlike the numerous Pacman-type games now on sale, you do not have to gobble dots, but colour the maze in as you move the Glooper around.

To make things a little bit more difficult there are four guards, represented by inverse 'A's, who try to catch you.

To help you deal with the guards there are four shields — represented as 'S's in the four corners of the maze. When you paint over these they turn the guards into inverse 'X's and you can then kill them off.

On the B-side of Super Glooper is a bonus game based on the popular arcade game Frogger.

Frogs is based on the second stage of the arcade version in which you must get your frog across a river by hopping from log to log. There are nine levels of play.

Super Glooper and Frogs are available from most large branches of W.H. Smith at £4.95, running on the ZX81 with 16K RAM.

Two good quality machine code games have got to make this cassette another winner for Psion.

● Getting started	8
● Value	9
● Playability	9

Illustration: Jon Davis

SOFTWARE SOFTWARE SOFTWARE SOFT REVIEWS

A SMART, BUT EXPENSIVE, BUNCH OF ALIENS

DEFENDER

If there is one game that sorts the men out from the boys in the video games talent stakes it is Defender.

When it first hit the arcades in the late seventies many a Space Invaders star could be seen walking away from the machine seconds after inserting the coins muttering something like "Too tough for me" or "Perhaps it's time to hang up my joystick and get an allotment".

Many video games enthusiasts didn't even bother to give Defender a try at first, being frightened off by the numerous controls.

If you were one of those people then you now have a second chance to master this classic game as it has just been converted for the Atari 400 and 800 home computers.

Your mission is to rescue the humanoids from the aliens who are swarming down to abduct them.

Five types of aliens have to be dealt with in this fast action shoot-out. The Landers are the first to appear and attempt to kidnap the humanoids. If they succeed and take the humanoids to the top of the screen they turn into extremely dangerous Mutants.

Swarmers track you closely and must be destroyed at the first available opportunity. Still nastier are the Pods which, when destroyed, release several Swarmers.

Bombers lay mines to trap you — which cannot be shot. Baiters are saucer like ships which appear if you are judged to take too long in eliminating all the aliens in a particular sector.

Your Defender ship is armed with a powerful laser which is most effectively used by keeping a close eye on the radar which shows you where to fire to pick off the oncoming aliens.

Two more controls are at your disposal if things are getting a little bit hectic. The hyperspace button, which in this case is the Atari's keyboard space bar, makes you momentarily disappear and replaces you at random on the screen.

Slightly safer than hyperspace is the Smart bomb button which you can utilise by pressing any individual letter key. This will wipe out all the aliens on the screen when detonated.

Be warned about smart bombs. You only have three of them and the skilled Defender player uses them carefully and selectively.

All ship movements and the laser are controlled with the joystick making this

home version considerably easier to master than the arcade game.

Graphics-wise the Atari Defender is fair, although not outstanding. It was not always clear when you had been hit, making you pause for a some times fatal split second.

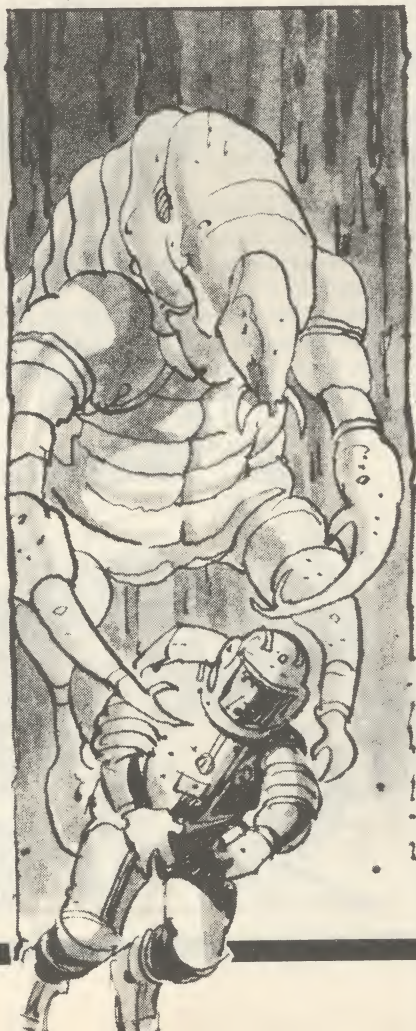
Other gripes were with the Smart bombs. It is sometimes difficult to find a spare finger to depress the space bar as you need two hands to hold Atari joysticks. The same goes for the hyperspace buttons.

This is a reasonable conversion of a complex arcade game, although for £29.95 you may be able to buy two equally, or even more playable games for the money.

Cross-computer comparisons must be made carefully as they can quite often be erroneous.

You must compare like with like in terms of price and also in terms of the claims made for the machines by the manufacturers. A useful conclusion can therefore be drawn in the wake of this Defender review between the Atari 800 and BBC model B and that is that for the games player, software for the BBC machine is both cheaper and of a better quality despite the fact that both computers fall into the same price band.

- Getting started 9
- Value 6
- Playability 6



supermarket ...

ATARI WARGAMERS

A new 16k cassette Price £8.99

"WWII TACTICAL COMBAT"

Converts strategic/operational boardgames into campaign monsters but with the simplicity of a quad. Unit types, terrain, supply, air cover, naval bombardments, river crossings, landings and casualties are all handled by computer. 7 attack and defence options plus explosive sound effects add a new dimension to gaming. Great solitaire.

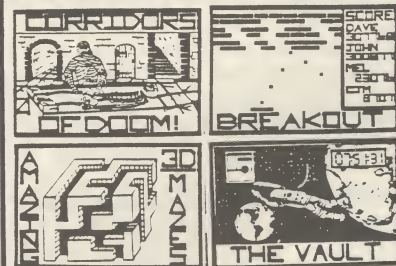
Send to: J. Marrooth, 40 Fernhurst, Halton Brook, Runcorn, Cheshire WA7 2NJ

ATARI SPECIALS

Replacement 400 keyboard £58.00, 32K Ram pack exchange £65.00, 48K Ram pack exchange £80.00, Spectravision joystick for Vic and Atari £13.95 each, genuine Atari joystick inserts £2.50 per pair. Atari games direct from U.S.A. all at 10% off RRP. 5 1/4" disk for the Atari £2.50 each. Send large S.A.E. for list:

BLABY COMPUTER & VIDEO GAMES,
Lutterworth Road, Blaby, Leics.
Tel: (0533) 773641.

SPECTRUM — TRS80 LV II VIDEO GENIE — SOFTWARE



25 super programmes — machine code arcade games, simulations, competitive games, adventures, dungeons and dragons, puzzles and ball games; plus a few Education and Business programmes. Including: Breakout (the real thing — taking you through nine levels of increasing difficulty), Star Wars, Amazing 3-D Mazes, Gambling Machine, Corridors of Doom & Trap It. All 25 on one C48 cassette, sent by return post for only £8.95 inclusive, or send s.a.e. for full details.

SPARTAN SOFTWARE (DEPT CVG)

9 Cotswold Terrace, Chipping Norton, Oxon.
Tel: 0608 3059

Programmers: 25% royalties paid on original software for the Spectrum, TRS80 or Genie.

ZX81 VIDEO INVERTER

Save your eyes. Increases save level. Displays sharp white characters on solid black background screen. Kit £4. Built £5. Includes VAT & p&p.

Send cheques/postal orders to:

D. FRITSCH

6 Stanton Rd., Thelwall,
Warrington, Cheshire WA4 2HS.

Wizard Software

NEW RELEASES FOR DRAGON

ALIENS + £7.95
A machine coded Arcade game presented in high resolution graphics. Features 48 invaders, mother ship, 4 defenders per wave, 4 shields + bonus shields. Continuous display of score during game.

DRAGON STARTREK £8.45
A real time version featuring a 10 x 10 galaxy, shield control, photon torpedoes, status reports, signals received, galactic search, scanner control, warp drive, star bases with docking, black holes, planets and planet landfall, pulsars, novas, stars, asteroids, meteors, shuttles and shuttle docking and automatically converging and attacking Klingons. Four levels of difficulty. Comes with instruction manual.

All prices inclusive, mail order, cheques or postal orders to: WIZARD SOFTWARE, P.O. BOX 23, DUNFERMLINE, FIFE KY11 5RW.

Send S.A.E. for full program catalogue.



VORCON WARS

A hex based, Play by Mail, Computer Modulated game for strategists and Sci-Fi buffs alike.

The playing area is the fully circumnavigable surface of the planet Vorcon, where land ownership is of prime importance both for food and recruitment. Plan projects such as the building and launching of a satellite for full surveillance and transportation of men, with the ultimate aim of becoming a nuclear superpower. Make alliances, trade and battle in your quest, where strategies and tactics form true simulations of the battle frontier with minefields, fortifications, retreats, surrender and finally death, but all WITHOUT random aspects.

Turns are £1.00 each but the first three maps and rule book only cost £1.50. For entry or further information write to J Nicholson, 71 Juniper, Birch Hill, Bracknell, Berks.

T M SOFTWARE FOR TRS80

Model 1 Level 2 & Video Genie 16K

Two great full graphics Games:

Mazeman Eat the dots, avoid the ghosts.

Bowling Can you get a strike? Excellent graphics, full scoring, realistic play.

Both for just £4.50. Send cheque payable to: T M Software 67 Higher Drive, Banstead, Surrey

ATARI 400/800 OWNERS

Nearly 200 games available for you to hire. Offering a wide range of cassettes, cartridges and discs. Many satisfied members already hire their games from us, the **BIGGEST** and **BEST** Atari Library in the country.

MIDLAND GAMES LIBRARY, 48 Readway, Bishops Cleeve, Cheltenham, GLOS. Tel: 0242 674960 between 6 and 9pm. Send s.a.e. for details.

THE KEEP OF CREOL

WANTED — 20-25 VALIANT ADVENTURERS TO EXPLORE THE FORBIDDEN KEEP. TO DISCOVER "£150" OF LOST TREASURE, INCLUDING A LONG HIDDEN CASKET CONTAINING £50. Who can unlock the secrets of the Forbidden Keep. Who will live to tell the tale, and bring home the treasure. A computer moderated play by mail game of adventure in the distant past. S.A.E. FOR MORE DETAILS P. J. Sutton, Holmwood, Channells Hill, Westbury on Trym, Bristol BS9 3HY.

BROKEN JOYSTICK



STRONGER joystick insert replacements supplied with full fitting instructions. **3 YEAR GUARANTEE.** £2.50/ pair inc. p&p.

SOFTWARE FOR ATARI (TM) 400/800

All cassettes

under £5 send s.a.e. for lists.
COMPUTER SUPPLIES
146 CHURCH ROAD
BOSTON, Lincs. PE21 0JX

VIC GAMES COMPENDIUM 1

- | | |
|----------------|--------------|
| 1 FISHING | 6 DROPSTOP |
| 2 TARGET BLAST | 7 DEMOLITION |
| 3 DEATH TRACK | 8 HAMURABI |
| 4 BUDGIE CATCH | 9 DUCK SHOOT |
| 5 AIR ATTACK | 10 EXECUTION |

Vic Games Compendium 1 runs on the unexpanded Vic and has fast hires colour graphics and sound.

10 GAMES ONLY £5

MOLESOFT,
43 HILLCREST DRIVE,
BEVERLEY HU17 7JL.

E SOFTWARE SOFTWARE SOFTWARE REVIEWS

WELL, IT'S A VERY GOOD IDEA, BUT...

SCHIZOIDS

Spectrum Schizoids is one of the best ideas for a game to arrive on the C&VG reviews desk for several weeks.

You are at the wheel of an intergalactic Space-Dozer charged with the unfortunate task of having to bulldoze refuse from all over the galaxy into a black hole.

Your dozer can be made to thrust forward, rotate left and right and 'flip' — which has the effect of turning the machine instantly through 180 degrees to face in the opposite direction.

The controls for the dozer are very much in the style of asteroids — and indeed the space refuse comes at you from all four corners of the screen in Asteroids-fashion.

The space debris spirals towards you in three dimensional geometric shapes. There are cubes, diamond shapes, hexagons, rectangles and bars and all in different shapes and sizes.

One of the strongest features of Schizoids is the three dimensional movement of the shapes.

The dozer itself is quite difficult to manoeuvre and will take you a lot of practice to master it.

As you drift around the screen, drift because the dozer has inertia, you must be careful not to tumble into the black hole yourself.

The black hole has a slight gravitational pull and can suck you down even if you don't make contact with any of its spike edges.

The secret of shunting the shapes towards the hole is to make sure you catch them head on with your shovel. If they touch the side of your vehicle they will explode it.



Despite an excellent idea and clever programming with good graphics, I did feel that the playability of the game left a little to be desired.

It is very difficult to move the pieces of debris and control the dozer at the same time. Furthermore, the debris has a tendency to stick to the dozer's shovel, or get entangled in the skyhook at the rear. With a little bit more care a good idea could have been turned into a really good game. What we are left with is an average game but not quite up to the standard of Arcadia, and not up to the high standard we have come to expect from Imagine software.

The game runs on a Spectrum in 16 or 48k and is available at £5.50 from the Liverpool-based firm.

● Getting started	9
● Value	6
● Playability	6

RAPID RODENTS WILL RUN YOU RAGGED!

CYBER RATS

Rats, rats, rats! Yes, there will be a lot of cursing in Spectrum owning households once they get their hands on Silversoft's latest release — called Cyber Rats.

You are presented with a field full of the "meanest metallic menaces" ever let loose to plague mankind. They dash around the screen swarming down at your exterminator. They can hide behind clumps of grass which block your fire as they rush down at you. There's also the deadly purple rats which head downwards faster.

Once you finish off one wave of the rapid rodents another bunch spring out to do battle. If one catches you at the bottom of the screen its' bite will finish you off.

You can move up and down the screen to fight off the approaching rats as well as left and right — but watch out for sneaky rats catching you unawares in the maze-like grass clumps.

This reviewer had to make do with the keyboard control option to play the game but it is also joystick compatible.

The tape loaded first time and comes with a good set of instructions — the only thing that baffled me for about five minutes was the fact that the instructions didn't say which key to use as the "fire" button.

I'm sure that the game would be even better with a joystick.

Cyber Rats comes from Silversoft of London and sells at around £5.

● Getting Started	9
● Value	8
● Playability	8

New!



COLECO VISION
CBS COLECOVISION —
£149
— INCREDIBLE GRAPHICS!
EXPANDS INTO A FULL MICRO-COMPUTER. SUPPLIED COMPLETE WITH DONKEY KONG!

2 YEAR
GUARANTEE

ON
ATARI
COMPUTERS

WE SERVICE ALL ATARI &
COMMODORE COMPUTERS
SERVICE DEPT :
061-236 3395

ATARI
INDEPENDENT
SERVICE CENTRE

FAST NATIONWIDE
MAIL ORDER
ON ALL
PRODUCTS.

FULL RANGE
OF CHESS
COMPUTERS
IN STOCK

GEMINI ELECTRONICS

50 Newton St., Off Piccadilly, Manchester M1 2EA. Tel: 061-236 3083/7259

NEW! ATARI VCS
COMPUTER
KEYBOARD
CONVERTS YOUR ATARI INTO A REAL
COMPUTER! CALL NOW FOR DETAILS!!



ATARI 400
TYPEWRITER
KEYBOARD
NOW IN STOCK AT **£59.95**

CREATIVISION
VECTREX
sindair

CALL NOW FOR DETAILS!!

Software
City

Superb
Programs For
VIC-20 Home Computer

Software
City

KRAZY KONG STD 5k VIC. Key or Joystick

Dodge Kong's barrels as you climb the stairs. Kong has three maidens whom you must rescue. Four levels of play.

"It has great graphics, sound effects, and music. The action is very fast"

U.S. Compute Mag. Feb. 83 **£6.99**

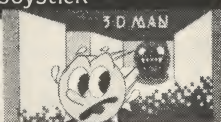


3-D MAN VIC + 3k, + 8k, + 16k Joystick

Brilliant! You are like Pacman, down in the maze in three dimensions. Race down the corridors dodging the ghosts and gobbling up the energy dots. Radar screen also provided to guide you around.

"The graphics are extremely fast and superbly done"

U.S. Compute Magazine. Feb. 83



£9.95

DEFENDER ON TRI VIC + 3k, + 8k, + 16k Joystick

Race against the clock. Fly your starship through the maze of Tri, an abandoned space station. You must rescue some scientists before the station hits the sun. Activate your shields and conserve your fuel through 4 screen levels.

"This game is exceptionally well done. The graphics are great. The action is fast. The sound effects are good."

U.S. Compute Magazine. Feb. 83

£9.95

Programs Available From
VISION STORE 3 Eden Walk Precinct,
Kingston-on-Thames
Surrey. Tel: 01-546 8974

EXTERMINATOR STD 5k VIC. Key or Joystick

Blast the centipede while dodging the Spiders amongst the toadstools. The Vic version of the famous arcade game. Machine Code.

"One of the best games I've ever

seen for VIC. Exterminator is an absolute marvel!

The graphics are fantastic. Unbelievably fast"

U.S. Compute Magazine Feb. 83

£6.99



MOTORWAY MANIAC STD 5k VIC Key or Joystick

All machine code, accelerate towards the on coming traffic while dodging from lane to lane. Joystick steers and accelerates. Program keeps five highest scores. Excellent use of graphics.

£9.95

VIKMAN STD 5k VIC. Key or Joystick

Escape the ghosts while eating the energy pills. Choose either one or three ghosts in this classic arcade game.

£6.99

To: Vision Store, 3 Eden Walk Precinct, Kingston-on-Thames, Surrey.
Please supply.....
P&P: 50p per cassette or 3 cassettes or more P&P Free
I enclose my cheque for £.....
or charge my Access/Barclaycard No.....
Name..... Signature.....
Address.....
CVG5/83

MACHINE CODE

TERMINOLOGY PROCESSORS

The three processors, 6502, 6809 and Z80 have some addressing modes in common, but the terminology differs, and each has some addressing modes that are not available on the others.

6502 Addressing Modes

Implied Addressing: The operand is implicitly specified in the instruction, for example, CLC — clear the carry flag, or INX, — increment the number in the X register.

Immediate Addressing. The operand is contained in the instruction, for example LDX # 0 — load the X register with the number 0, or ADC # 2 — add the number in the accumulator, the number 2, and the carry, leaving the answer in the accumulator.

Because all the registers in the 6502 are 8-bits long an immediate operand must be an 8-bit number, 0 to 255 decimal, or 0 to FF hex.

Absolute Addressing: The 16-bit address of the operand is contained in the instruction, for example INC \$1234 — increment the number in memory location \$1234, or STA \$1234 — put the number in the accumulator into memory location \$1234.

Zero Page Addressing: The operand contained in the instruction is an 8-bit address which is an abbreviation for a 16-bit address in the range \$0000 to \$00FF, i.e. an address with high byte 0.

For example, INC \$70 — increment the number in memory location \$0070, or STA \$70 — put the number in the accumulator into memory location \$0070. Zero Page instructions occupy two bytes instead of the three bytes required in absolute addressing and take less time to execute, so by using addresses in Page Zero to store frequently used variables a program can be made significantly shorter and faster.

Accumulator Addressing: The operand is the accumulator, A. This addressing mode is only available with the four instructions ROL A, ROR A, ASL A, LSR A.

Relative Addressing: This is only used with the conditional branch instructions. The operand is a signed 8-bit number which is added to the current address to give the destination address when the branch takes place.

Absolute Indirect Addressing: This may be used only with the jump instruction JMP, and in assembly language this addressing mode is indicated by plac-

An assembly language instruction generally consists of two parts, the operation code (opcode for short), and the operand.

We have looked at several types of instruction, but so far we have been more concerned with what the instructions do (the opcode) than with how the processor obtains the numbers to operate on (the operand).

The various forms, by which an operand may be specified are called *addressing modes*, and writing efficient machine code programs requires an understanding of all the addressing modes and the circumstances in which to use them.

Here I explain the workings of the addressing modes of the 6502, 6809 and Z80.

ing brackets around the address.

The instruction contains a 16-bit address, and the effective address is contained in the memory location indicated in the instruction and the next higher memory location.

For example, suppose we have \$00 in memory location \$1234 and \$10 in memory location \$1235.

The instruction JMP (\$1234) would then cause the processor to continue execution from address \$1000. Note that, as with all 16-bit addresses on the 6502, the address is stored with the low byte before the high byte.

READING IN MEMORY

Indexed Absolute Addressing: The operand in the instruction is a 16-bit address, and the effective address is obtained by adding the contents of the X or Y register to the address in the instruction.

The assembly language form for the operand is *address, X* or *address, Y*.

For example, if the X register contains \$20 the instruction LDA \$1234, X will load the accumulator with the contents of memory location $\$1234 + \$20 = \$1254$, and if the Y register contains \$E0 the instruction STA \$1234, Y will put the contents of the accumulator into memory location $\$1234 + \$E0 = \$1314$.

This addressing mode allows us to read tables stored in memory by giving the start address for the table in the instruction and varying the X or Y register to access different entries in the table.

Indexed Zero Page Addressing: This works in a similar way to Indexed Abso-

lute Addressing, but requires only an 8-bit Zero Page address.

However, the effective address is always in Page Zero. For example, if the X register contains \$E0 the instruction LDA \$40, X will load the accumulator with the contents of memory location \$0020, not \$0120.

Although Zero Page, X addressing may be used with several instructions, Zero Page, Y addressing can be used only with the opcodes STX and LDY.

Indexed Indirect Addressing (pre-indexing): This can be used only with the X register. The instruction contains a Page Zero address, and the contents of the X register are added to this Page Zero Address (ignoring any carry, so the result is always a Page Zero address), and the effective address is the contents of this new Page Zero address and the next higher address.

The assembly language form for the operand is (address, X). For example, if the X register contains \$E0, address \$0020 contains \$00, and address \$0021 contains \$10, the instruction STA (\$40, X) will store the contents of the accumulator in address \$1000.



Indirect Indexed Addressing (post-indexing): This can be used only with the Y register. The instruction contains a Page Zero address and the effective address is obtained by adding the contents of the Y register to the 16-bit address contained in the specified Page Zero address and the next higher address.

The assembly language form for the operand is (address), Y. For example, if the Y register contains \$E0, address \$0020 contains \$34 and address \$0021 contains \$12, the instruction LDA (\$20), Y will load the accumulator with the contents of memory location $\$1234 + \$E0 = \$1314$.

Note the difference between the last two addressing modes. In indexed indirect addressing the indexing is performed first, and then the indirection; while in indirect indexing the indirection is performed first, and then the indexing.

BY TED BALL

ADDRESSING THE 6809 CHIP

6809 Addressing Modes

Inherent Addressing. The operand is implicitly specified in the opcode, for example, CLRA — set the contents of accumulator A to zero, or ABX — add contents of accumulator B to contents of Index Register X, leaving the result in X.

Immediate Addressing: The operand is included in the instruction. There are two types of immediate addressing.

In the first type the operand is a constant, for example, ADDA #\$20 — add the constant 20 hex to the contents of accumulator A, leaving the result in A, or LDU #\$1234 — load User Stack Pointer U with the constant 1234 hex.

The constant must be of the same length as the register specified in the opcode — 8 bits for an 8-bit register or 16-bits for a 16-bit register.

In the second type of immediate addressing the operand is one or more registers, for example, TFR A, B — transfer the contents of accumulator A to accumulator B, or EXG X, Y — exchange the contents of Index Register X with the contents of Index Register Y.

Extended Addressing: The 16-bit address of the operand is included in the instruction. For example, LDB \$1234 — load accumulator B with the contents of memory location 1234 hex, or STX \$1234 — store the contents of Index Register X in memory locations 1234 hex and 1235 hex. 16-bit addresses and data are stored in memory with the high byte first, followed by the low byte, so in the previous example, if X contained \$1000, \$10 would go into address \$1234 and \$00 would go into address \$1235.

Direct Addressing: The low byte of the address of the operand is included in the instruction, and the high byte of the address of the operand is provided from the Direct Page Register, DP.

For example, if DP contains \$00 the instruction LDA \$34, will load accumulator A with the contents of address \$0034, while if DP contains \$12, LDA \$34 will load A with the contents of address \$1234.

A standard 6809 assembler will normally assume that DP contains zero, but this can be changed by using the directive SETDP, which takes an immediate operand.

SETDP does not generate a machine code instruction; it is an instruction to the assembler to use direct addressing whenever the high byte of an extended

address is equal to the value given in the SETDP directive.

Thus, if we include SETDP \$12 in an assembly language program, and later have the instruction LDA \$1234, the assembler will provide the two byte direct page form of the instruction instead of the three byte extended form.

Instead of using SETDP we can cause the assembler to provide a direct page instruction by writing < in front of the operand.

Thus, LDA <\$1234 will produce the two byte direct page instruction. Similarly, writing > in front of the operand will cause the assembler to produce the three byte extended form of the instruction.

Thus, if we have not used a SETDP directive, LDA >\$34 will produce a three byte machine code instruction equivalent to LDA \$0034, while if we previously had a directive SETDP \$F0, LDA >\$34 will produce a three byte machine code instruction equivalent to LDA \$F034.

In order to get a specified value into the Direct Page register we have to use a TFR or EXG instruction: there is no straightforward load instruction for DP. For example we could write:

```
LDA#$12orLDA#$12
TFR A, DP    EXG A, DP
```

Table 1: 6809 Indexed and Indirect Addressing Modes

Type	Form	Non-indirect		Cycles +	Bytes +	Indirect		Cycles +	Bytes +
		Assembler Form	Post-Byte Op-code			Assembler Form	Post-Byte Op-code		
Constant Offset from R	No Offset	,R	1RR00100	0	0	(,R)	1RR10100	3	0
	5-Bit Offset	n,R	0RRnnnnn	1	0		Defaults to 8-bit		
	8-Bit Offset	nn,R	1RR01000	1	1	(nn,R)	1RR10000	4	1
	16-Bit Offset	mmnn,R	1RR01001	4	2	(mmnn,R)	1RR11001	7	2
Accumulator Offset from R	A — Register Offset	A,R	1RR00110	1	0	(A,R)	1RR10110	4	0
	B — Register Offset	B,R	1RR00101	1	0	(B,R)	1RR10101	4	0
	D — Register Offset	D,R	1RR01011	4	0	(D,R)	1RR11011	7	0
Auto increment/Decrement R	Increment by 1	,R+	1RR00000	2	0		Not allowed		
	Increment by 2	,R++	1RR00001	3	0	(,R++)	1RR10001	6	0
	Decrement by 1	,-R	1RR00010	2	0		Not allowed		
	Decrement by 2	,--R	1RR00011	3	0	(,--R)	1RR10011	6	0
Constant Offset from PC	8-Bit Offset	label, PCR	1XX01100	1	1	(label, PCR)	1XX11100	4	1
	16-Bit Offset	label, PCR	1XX01101	5	2	(label, PCR)	1XX11101	8	2
Extended Indirect	16-Bit Address	—	—	—	—	(mmnn)	10011111	5	2

R = X, Y, U, or S
XX = Don't Care

RR 00 = X
01 = Y

10 = U
11 = S



MAPLIN

HARDWARE

Atari 400 with 16K RAM (AF36P) £199.95
 Atari 400 with 48K RAM (AF37S) £299.00 ★
 Atari 800 with 48K RAM (AF02C) £399.00 ★
 All above with BASIC and handbooks
 Atari Cassette Recorder (AF28F) £50.00
 Atari Disk Drive (AF06G) £299.95
 48K RAM for Atari 400 (AF44X) £99.95
 48K Upgrade for 400 (AF45Y) £99.95
 Commodore 64 (AF56L) £339.00 ★
 VIC20 (AF47B) £129.95
 16K RAM for VIC20 (AF53H) £59.95
 Commodore Cassette (AF48C) £44.95
 Commodore Disk Drive (AF50E) £299.99
 Dragon 32 (AF57M) £199.50
 Dragon Joystick (BC30H) £19.95
 Cassette Cable for Dragon (BC31J) £2.95
 Epson Printer MX80F/T (AF40T) £447.35
 MENTA (XG28F) £115.00
 Floppy Disk (YX87U) £2.50
 5 C12 Data Cassettes (AF61R) £1.99
 Joystick Controller (AC53H) £7.50
 Joysticks (Pair) (AC37S) £13.95
 Le Stick (AC45Y) £24.95
 Full details all above in MAPLIN catalogue.
 ★ Delivery next day by Datapost

SELECTED SOFTWARE

ATARI

Attack At Ep-Cyg-4 -1E-16K-KF54J £34.95
 *Baja Buggies -1C-16K-KB74R £22.95
 Candy Factory -1D-32K-KF53H £21.95
 Claim Jumper -1E-116K-KB67X £34.95
 Defender -1E-16K-KF10L £29.95
 Forth -1D-24K-YL29G £62.95
 *Frogger -1C-16K-KB68Y £22.95
 Galaxian -1E-16K-KF11M £29.95
 Gorf -1E-16K-KB44X £34.95
 *Hellfire Warrior -1C-32K-KF02C £27.45
 K-raze Shootout -1E-8K-BQ63T £34.95
 *Moon Shuttle -1C-16K-KF22Y £27.50
 Pac-Man -1E-8K-BQ71N £29.95
 Paint -1D-48K-KB22Y £29.95
 Picnic Paranoia -1E-16K-KF13P £34.95
 *Preppie -1C-16K-KB07H £21.95
 Qix -1E-16K-KF16S £29.95
 SAM Speech Synth -1D-32K-KB15R £47.19
 *Shamus -1E-16K-KB90X £34.95
 Softporn Adventure -1D-40K-BQ93B £20.64
 Starcross -1D-32K-KB37S £29.95
 Synassembler -1D-48K-KB83E £38.95
 *Zaxxon -1C-16K-KF20W £31.50
 Zork I -1D-32K-BQ94C £29.95
 Zork II -1D-32K-BQ95D £29.95
 Zork III -1D-32K-KB31J £29.95
 *3D-Supergraphics -1C-40K-BQ29G £31.95

Plus over 280 other titles for Atari.

COMMODORE 64

Temple Of Apsai (Part 1) -1D-BC57M £27.45
 Upper Reaches (Part 2) -1D-BC58N £13.80
 Curse Of Ra (Part 3) -1D-BC59P £13.80
 Sword Of Fargoal -1D-BC60Q £20.75
 Crush, Crumble & Chomp -1D-BC61R £20.75
 Jump Man -1D-BC62S £27.45

DRAGON

Berserk -1E-BC32K £19.95
 Black Sanctum -1C-BC78K £7.95
 Dragon Trek -1C-BC82D £9.95
 Galax Attax -1E-BC79L £19.95
 Quest -1C-BC41U £7.95
 Wizard War -1C-BC83E £7.95

Plus 30 other titles for Dragon

SPECTRUM

The Hobbit (48K) -1C-BC88V £14.95
 Timegate (48K) -1C-BC89W £6.95
 Space Intruders (16K) -1C-BC90X £4.95
 Meteor Storm (16K) -1C-BC91Y £4.95
 Chess Player (48K) -1C-BC92A £6.95
 Speakeasy (48K) -1C-BC93B £4.95

VIC20

Crush, Crumble & Chomp (+16K) 1C-KK10L £20.75
 Datestones Of Ryn (+16K) -1C-KK13P £13.80
 Invasion Orion (+16K) -1C-KK12N £17.25
 Monster Maze -1E-KK11M £27.45
 Plattermania -1E-KK14Q £27.45
 Princess & Frog -1E-KK16S £29.95
 Rescue At Rigel (+16K) -1C-KK08J £20.75
 Ricochet (+8K) -1C-KK15R £13.80
 Sword Of Fargoal (+16K) -1C-KK09K £20.75
 Tank Arcade -1C-KH18U £11.95

Plus 80 other titles for VIC20

* Disk versions also available though price and memory size may be different.

Send sae now for our new software leaflet with details of all programs added since Maplin catalogue.
 Order As XH52G Issue 4.

MICROWRITER

The new hand-held word processor that eliminates the need for a typist. You can learn the Microwriting technique in less than an hour and produce perfectly typed text the same day.

Microwriter (AF62S) £485 + £72.75 VAT ★
 Complete Word Processor Package (Microwriter, printer and lead) (AF63T) £1,455 + £218.25 VAT ★
 Available ONLY by mail order or from WESTCLIFF shop.

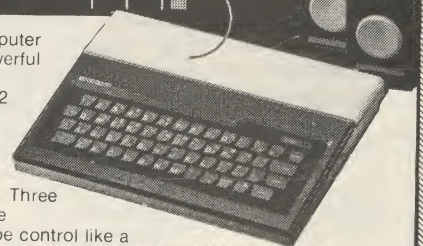
★ Delivery next day by Datapost



AUTHORISED ATARI
SERVICE CENTRE

The brilliant new colour computer SORD M5

A superb new home computer with one of the most powerful colour video processors available. An incredible 32 sprites simultaneously and 16K of RAM dedicated to graphics alone. Powerful Z80A (3.5MHz) main processor. Three tone generators and noise generator all with envelope control like a mini-synthesiser. Complete with BASIC and superb handbooks for beginners. All this for just £189.95 (AF64U)



INTEREST
FREE
CREDIT
NOW!

If your order contains over £120 worth of computer hardware apply now for interest free credit by telephoning: Mail-order: (0702) 552911. London Shop: 01-248 0926. Birmingham Shop: 021-356 7292. Southend shop: 0702 554000 or write to P.O. Box 3, Rayleigh, Essex SS6 8LR.
 You pay 10% down, then 10% per month for a further nine months (to nearest penny).

Credit quotations on request. This offer subject to approval which can take up to 48 hours (APR = 0%).

Mapsoft full colour catalogue. Price £1 incl. post. Maplin catalogue contains full details of all hardware and lots of software. On sale now in all branches of W. H. Smith, price £1.25 or £1.50 incl. post from PO Box 3, Rayleigh, Essex.



Maplin Electronic Supplies Ltd., Mail Order: P.O. Box 3, Rayleigh, Essex SS6 8LR. Tel. Southend (0702) 552911 (Sales).
 Demonstrations at our shops NOW.

159-161 King St., Hammersmith, W6. Tel. 01-748 0926. 284, London Road, Westcliff-on-Sea, Essex. Tel. (0702) 554000. Lynton Square, Perry Barr, Birmingham. Tel. (021) 356 7292.

All goods delivered in UK mainland carriage paid, but add 50p if total order less than £5 except catalogues. Orders including items marked ★, delivery next day by Datapost.
 Subject to availability. All prices include VAT unless shown. Prices correct at time of going to press.

THE CORRECT DESTINATION

Relative Addressing: This is used with the branch instructions. The operand is a signed number (8-bits with the short branch instructions BRA, BRN, BHI, etc, and 16-bits with the corresponding long branch instructions LBRA, LBRN, LBHI, etc) which is added to the current address to give the destination address when the branch takes place.

With a short branch the destination must be between -128 and +127 bytes from the address immediately following the branch instruction, but the destination of a long branch instruction may be anywhere in the 64k address space.

Indexed and Indirect Addressing Modes: The 6809 has an extensive set of indexed and indirect addressing modes, summarised in table 1. Instead of giving a full explanation and examples for each one I will just give a general outline here, and we will look at these addressing modes in detail later when we come to real example programs.

The machine code form of indexed and indirect instructions consists of the opcode, followed by a post-byte (which specifies the actual addressing mode), and in some cases there is one or two additional bytes which contain a constant offset.

In assembly language the general form of an indexed operand is Q,R where R is a register name and Q is a specification for an offset. The effective address is calculated by adding the offset to the contents of the base register R.

In all cases the offset is taken as a two's complement signed binary number. Where an 8-bit operand is required the memory location indicated by the effective address is used; where a 16-bit operand is required, two consecutive memory locations are used, the first being the one indicated by the effective address.

With indirect addressing there is a further step in the calculation of the effective address. The offset is added to the contents of the base register, and the result of this addition is taken as the address of the first of two bytes whose contents form the effective address.

LESS USEFUL CONCEPTS...

Z80 Addressing Modes

The concept of addressing modes is less useful on the Z80 than it is on the 6502 and 6809. Although the Z80 has some addressing modes with fairly general application, there are several forms of operand specification which can be used with only a small group of opcodes.

There is no generally accepted terminology or grouping and you will find different books using different names for the Z80 addressing modes and grouping the addressing modes differently.

Many Z80 instructions take an operand of the form *destination, source* and we have seen examples of this in earlier parts of the series.

The index registers IX and IY can be used in instructions which take this form of operand. In general, we can use an

index register wherever we can use the register pair HL, although there are some instructions which allow HL in the operand but do not have a corresponding form with IX and IY.

Where HL appears in the operand the corresponding index register instructions replace HL by IX or IY, for example, instead of LD HL, 1000H we can write LD IX, 1000H and LD IY, 1000H or instead of LD HL, (1234H) we can write LD IX, (1234H) and LD IY, (1234H).

Where (HL) appears in the operand the corresponding index register instructions have (IX+ displacement) or (IY+ displacement). Instead of using the register contents as an address, a constant is added first and the result used as an address.

For example, if IX contained 1000H, the instruction LD A, (IX+10H) would lead the accumulator with the contents of memory location 1010H.

EXCEPTION TO THE RULES

There is one exception to the rule that (IX+displacement) or (IY+displacement) corresponds to (HL), and this is with the jump instruction. Corresponding with JP (HL) we have JP (IX and JP (IY).

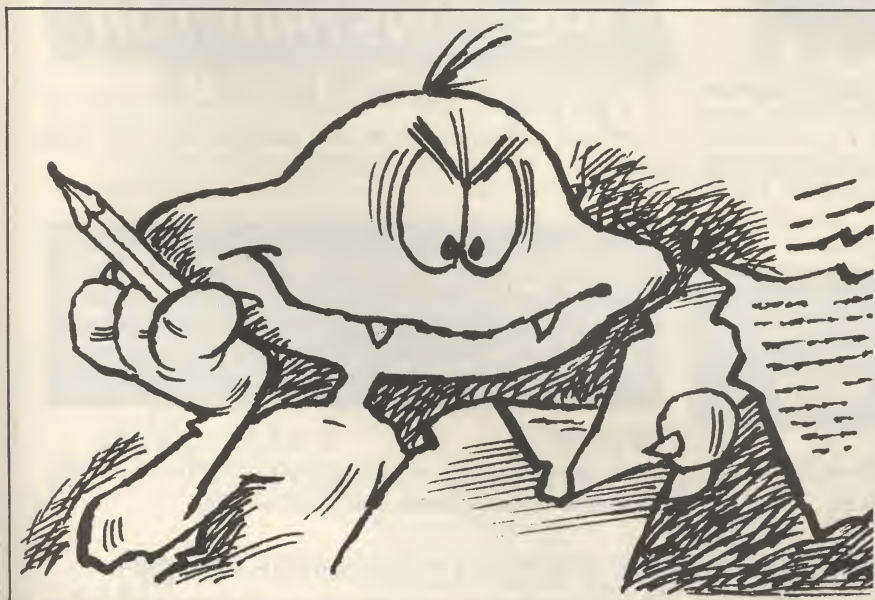
There are some exceptions to the *destination, source* form of operand. For example we have ADD A, data; ADD A, register; ADD A, (HL); ADD A, (IX+d); ADD A, (IY+d), but SUB data; SUB register; SUB (HL); SUB (IX+d); SUB (IY+d).

The assembly language requires that we specify A as the destination with an ADD instruction because we can use ADD with other registers, ADD HL, register pair; ADD IX, register pair; ADD IY, register pair; while all forms of SUB use A as the destination.

If you have any problems relating to Ted Ball's Machine Code articles, questions about machine code programming or assembly language, then please don't hesitate to drop us a line and we'll pass on your questions to our expert.

Remember, the address to write to is Machine Code, c/o Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5JB.

In the meantime if there is any aspect of machine code programming you feel needs more attention why not tell us.



BY TED BALL

Games

OTHELLO - £6.50

ORIC-1 version of this famous game - Colour - Sound - requires concentration and skill - Play a friend or your Oric or Oric plays Oric - Suitable 16K & 48K Orics

AWARI - £5.50

Oric-1 version of the famous African Pebble game. Witch Doctor Level - Suitable 16K & 48K Orics

Utilities

KEYTRAINER - £5.50

Teach yourself keyboard control and how to type on Oric-1 Menu driven, this program provides several exercises for the beginner - Suitable 16K & 48K Orics.

DESIGN AID - £5.50

Design your own graphics or character sets with the inbuilt facilities on your Oric. This program provides for full screen size and actual size representation of the programmable characters for Designing, Editing, Copying. Make computing a little easier with this super program - Menu Driven - Suitable 16K & 48K Orics



Prices include post & packaging and VAT

ACCESS/BARCLAY WELCOMED
Please make cheques payable to:-

KENEMA
ASSOCIATES LTD.

SPECIALISING IN ORIC-1 SOFTWARE/HARDWARE - TRADE ENQUIRES WELCOMED - GENEROUS DISCOUNTS AVAILABLE

1 MARLBOROUGH DRIVE, WORLE, AVON. BS22 0DQ - Tel:- (0934) 21315 (Mail Order Only)



CALLING ALL ORIC-1 USERS!

Home & Hobby

Programming Aids

ORIC-1 HEXADECIMAL PROGRAM CODING FORMS - £1.60

50 A4 CODING FORMS PER PAD - A must for the serious programmer - keep a hard copy of your programs - with comments field.

ORIC-1 BASIC CODING FORMS - £1.60

50 A4 CODING FORMS PER PAD - Help do away with those programming blues - keep a hard copy of your programs with comments field

ORIC-1 PRESTEL FORMAT PADS - £1.60

50 A4 FORMS PER PAD - Teletext character and graphics planner in hard copy format - Ideal for drawing up plans of graphic and text displays before programming

FISHERMANS LOG - £5.50

Keeps track of all those fish catches, in fish type, weight, place of catch, events, dates and so on, with cross reference and fast record search facilities. The only piece of equipment you should leave at home! - Menu Driven - Suitable 16K & 48K Oric.

FAMILY RECORDS - £5.50

Records and stores information on family members, friends, and relatives, telephone numbers, birthdays, marriages etc, with cross reference and fast record search facilities - Menu Driven - Suitable 16K & 48K Orics.

C.B. & HAM RADIO DATA LOG - £5.50

Information storage and retrieval data base log for Call Signs, Handles, Locations, QSL's, Names, Addresses, Frequencies, and so on with cross reference and fast record search facilities - Menu Driven - Suitable 16K & 48K Orics.

COMPUTER PROGRAM LIBRARY REGISTER - £5.50

Keeps track of the Users computer cassettes or discs and programs with fast search and cross reference facilities - Menu Driven - Suitable 16K & 48K Orics.

Coming Soon

ORIC-1 AMERICAN T-SHIRT T.B.A

ORIC-1 RAMBLERS SET £3.50

Car Sticker - Programming Pen -
Glow Rim Badge - Crystal Key Fob

WANTED

TOP CLASS ORIC-1 SOFTWARE PROGRAMMERS

FOR TOP CLASS ROYALTY PAYMENTS

UP TO 50% ROYALTIES PAID

ASK for our Software at your local W.H.Smiths, Computers For All, Boots, Spectrum, John Menzies branches or at your local dealers or leading Oric-1 Stockists TODAY!!



CHANNEL 8 SOFTWARE

EXCLUSIVE

16K Adventures
FOR
ATARI! by Brian Howarth

Enter the fantasy world of Britain's leading adventure writer. Travel in the Time Machine, seek the Golden Baton, avoid The Arrow of Death (a two part adventure). If you have 32k then try to Escape from Pulsar 7. Join the Circus or conduct the Feasibility Experiment. All on cassette. Only £17.99 each.

GENUINE ATARI 16K
Ram Boards only
£39.90

NEW LOW PRICE —
ATARI 400 16K with
Basic
£199.00

THE BLACK SQUID. An exciting new game for Vic 20 owners. Needs 3k extra memory. Cass. £9.95.

DO YOU WRITE PROGRAMS ON YOUR ATARI?
DO YOU FIND IT DIFFICULT TO CREATE
ANIMATED PLAYERS? THEN YOU NEED

THE CONSTRUCTOR

In a few minutes even a complete novice can build an animated sequence up to 250 scenes long. 48k disk £24.95.

We carry one of the largest stocks of Atari software in the country. This has now been extended to include BBC, ZX81, Spectrum, Vic 20 and Dragon machines. Write or phone your order. Access and Barclaycard welcome.

DEALERS

If you haven't set up an account with Channel 8 yet then write now for trade terms and price list.

CHANNEL 8 SOFTWARE LTD, 51 FISHERGATE, PRESTON, LANCASHIRE PR1 8BH
TELEPHONE: (0772) 53057

GAMES CENTRE

THE LARGEST SELECTION
OF GAMES IN THE WORLD

We stock the **BIG NAMES**
in Computers including

ZX SPECTRUM

ZX81

ATARI 400/800

and a vast range of
independent Atari
Software

Main Computer Branches: 22 OXFORD STREET, London W.1.
439 OXFORD STREET, London W.1.
52 WESTERN ROAD, BRIGHTON.

Also at: 184 REGENT STREET, London W.1.
254 REGENT STREET, London W.1.

GET ON THE ROAD WITH



SPRING ISSUE AT YOUR NEWSAGENT NOW

Home Computer Show Manchester

April
AT THE
Midland Hotel
PETER STREET

THURSDAY 21 (12am — 7pm)
FRIDAY 22 (10am — 6pm)
SATURDAY 23 (10am — 6pm)

VISIT THE COMPLETE SHOW FOR THE HOME USER AND SEE:
A COMPLETE cross section of all hardware and software available to the home user.

A FULL RANGE of home computers priced from £50 upwards.

A COMPUTER ADVICE CENTRE run by independent experts for the answers to all your questions.

WIN WIN WIN TWO COMPUTERS — one for you, one for a school of your choice
— to be won at each show: FREE entry form with advance tickets

ADULTS: £2.00 UNDER 8s & OAPs: FREE 25% DISCOUNT for parties of 20 or more

COMING SOON
MAY BRIGHTON
JUNE BIRMINGHAM

Sponsored jointly by:

Computing Today Personal Software
Personal Computing Today
Home Computing Weekly ZX Computing

C & VG

Home Computer Show
Send £1.00 Save £1.00
Mr. Mrs. Miss
Address
Please enclose SAE
One person per coupon only

ASP Exhibitions
145 Charing Cross Road
London WC2H 0EE
01-437 1002

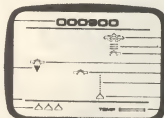
PANCOM

For the latest VCS games ... at the best prices.



Space Robot. Escape waves of changing aliens. Some split up. Missiles and bombs fall. Fireballs attack along the ground. Overheating your defence laser ends in self destruction. Price £21.95

Astro War. Stop the relentless waves of asteroids. They come across in all shapes and sizes. First shoot to split these aliens for higher scores. Points are lost for every escaping asteroid. At 10000 the pace really hots up. Price £21.95



Assault. Defend your three bases from waves of attackers. Some arrive singly, others in groups. Aliens approach at different velocities and you lose points if they penetrate your defence. Price £21.95

Wall Defender. Stay alert and guard the outer wall of your space maze. Aliens appear from nowhere and home-in to destroy your defence wall. Move decisively to protect all four walls. Receive 10 hits and you're wiped out ... unless ... you can shelter in an inner wall to live and fight on. Price £21.95



Z-Tack. Enemy bases equipped with missiles, heat seekers and jets hide in bunkers beneath the rugged terrain. Manoeuvre your ship precisely to make accurate bomb attacks into the narrow entrances but avoid the relentless defence fire. Price £21.95

Any two of the above for £39.95 Other top games available from Pancom

Donkey Kong
Gorf
Mousetrap
Carnival
Wizard of Wor
All £27.95 each

Defender
Pac Man
Mission 3000 AD
Bobby is going home
All £23.95 each

Pitfall
Demon Attack
Megamania
All £21.95 each

ATARI 400-800 SOFTWARE. All the latest releases. Over 400 titles available. For full lists send 9"x4" stamped addressed envelope stating VCS or 400-800. Postage etc 60p per item. Two or more post free. Mail order & enquiries: Pancom, 6 Tranby Drive, Grimsby, S.Humbly. Telephone: (0472) 694196 Mon to Fri 9am to 5.30pm. Sat 9 to 12.30pm.

TERMINAL SOFTWARE

— THE GAMES YOU'VE BEEN DYING TO SEE!

FOR THE UNEXPANDED VIC-20

TVIC 3	Skramble!	£7.95
TVIC 4	Terminal Invaders	£5.95
TVIC 5	Meteor Blaster	£5.95

THIS MONTH ONLY, REDUCED FROM £7.95,

TVIC 6	Gridder	for just ... £4.95!
TVIC 7	Line Up 4/Reversi	£7.95
TVIC 8	Get Lost! (3D Maze)	£5.95

ADVENTURES FOR THE VIC-20

WITH 16k EXPANSION

TVIC 9	The Curse of the Werewolf	£9.95
TVIC 10	Rescue from Castle Dread	£9.95

FOR THE DRAGON 32

TDRAG1	Line Up 4	£4.95
--------	-----------	-------

Dealer Enquiries welcome.

MACHINE-CODE PROGRAMMERS WANTED!

We will pay up to £1000 for good, original programmes for any of the popular micros.

DEMAND our games at all good computer shops, or buy mail order from:-

**Terminal Software, Dept. CVG,
28 Church Lane, Prestwich,
Manchester M25 5AJ.**

Linsac's ZX Companion series has received excellent press reviews:

"Far and away the best" — *Your Computer*

Thoughtfully written, detailed and illustrated with meaningful programs ... outstandingly useful" — *EZUG*

'The Spectrum Games Companion' is the latest addition to the series and is aimed at the games player and programmer alike. Twenty-one games designed specifically for the ZX Spectrum are included, with clear instructions on entry and play. Each program is explained fully with complete details on how it is designed and written. Introductory chapters show how to set up and use the Spectrum and how to create your own games. Later sections cover number games, word games, board games, simulation games, dice games, card games and grid games. If you want to enjoy your ZX Spectrum and learn its secrets at the same time then this is the book for you!

Bob Maunder is co-author of 'The ZX80 Companion' and author of 'The ZX81 Companion'. He is a Senior Lecturer in Computer Science at Teesside Polytechnic, holds an MSc degree in Computer Science, and is a Member of the British Computer Society.

The Spectrum Games Companion is available from good book shops, or send £5.95 to:

THE SPECTRUM GAMES COMPANION

Bob Maunder

LINSAC

ONLY
£5.95

LINSAC, (VG) 68 Barker Road,
Middlesbrough, Cleveland TS5 5ES

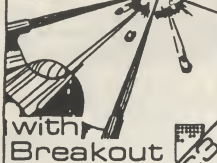
Postage is free within the U.K. —
add £1 for Europe or £2.50 outside Europe.

ISBN 0 907211 02 X

soft toys

VIC Attack!

An arcade game with Hi-Res, Machine Code and Joystick option for the unexpanded VIC 20



with Breakout

soft toys 1

7 Games for VIC Including -

THE DEEP, CODE MAKER, PONTOON for 3.5k VIC, KILLER PARK, MUSIK for 6.5k VIC



soft toys 2

6 Games for 3k expanded VIC -

Lunar Lander, Casino, Simon Says, Maths Maze, 3-D Maze, Hangman



soft toys

The Lair

adventure for 16k VIC 20



soft toys

Star Warp II

A Fast-Action Realtime Space Adventure for 16k VIC 20



soft toys

Game Graphics & Graphics Editor

A full-featured utility for Hi-Resolution customised graphics in your games. For the unexpanded VIC and VIC with 3k expansion.



* SUPERB programs - AMAZING value !! *

Write or 'phone for your catalogue now.

All prices include P&P 1st class. Send cheque/PO to:

soft toys 14, Lockhart Avenue, Edinburgh
EH14 1AZ. Tel: 031 443 2005

DEALER ENQUIRIES WELCOME.

M. C. LOTHLORIEN



JAPANESE CHALLENGE

TO SPECTRUM & TANDY OWNERS

We can reliably report that 5 ferocious mediaeval Japanese Warlords and bands of pirates who for the last few months have been successfully invading the homes of *Dragon* and *ZX81* owners, are now poised to attack the homes of *Spectrum 48K* and *Tandy 32K Color Computer* owners. Will you be able to resist this challenge? To succeed you must marshal your forces of warriors and Samurai, build and maintain your merchant ships, safeguarding them from attack, and plan the food supply for your village. Your only hope for survival is to defeat all 5 opponents by attacking them, resisting their attacks and making raids. See the results of your decisions on graphics map of Japan for pirate battles, and other graphics for Samurai, army, and personal combat.

The price of failure is high, leadership challenges to your personal leadership may result in death for yourself and your family. Order as **WARLORD**

DRAGON 32 £6.95 SPECTRUM 48K £5.50

TANDY 32K COLOR £7.95 ZX81 16K £4.50

(Note ZX81 version omits some of the above features and does not include graphics)

SAMURAI WARRIOR

Pit your skills against other Samurai and bandit groups as you face up to personal challenges in 13th Century Japan. Seven levels of play, your objective is to both exceed the present points target and survive to the end of the game. Are you a survivor or will you be forced to commit Seppuku (ritual suicide).

DRAGON 32K £6.95

SPECTRUM 16K £5.50

ZX81 16K £4.50

**DRAGON 32
SPECTRUM
ZX81 — 16K**

or

**NOW
ATARI 400-48K
ATARI 800
TANDY 32K
EXTENDED COLOR
COMPUTER**



ROMAN LEGIONS MARCH ON ATARI & TANDY OWNERS

Atari, *Dragon* and *Tandy** owners can now discover the challenges of being Emperor of Rome and manoeuvring their legions and armies in attempting to subdue the provinces of the Empire. Yes, our largest selling *Spectrum* game is now available for these other great home computers. Test your generalship in this challenging game which takes full account of troop morale, fighting efficiencies, leadership ability, etc., 3 levels of play and variable starting strengths for your opponents ensure that the game plays differently on each occasion.

Atari, *Dragon* and *Tandy* versions feature colour graphic maps and supporting graphics for the battle results. *Spectrum* version uses user-defined graphic characters.

ATARI 800 and ATARI 400 (48K extended) £12.50

DRAGON 32 £6.95

***TANDY 32K COLOR COMPUTER £7.95 (available May)**

SPECTRUM 16K £5.50 ZX81 16K £4.50

PELOPONNESIAN WAR (ZX 81 only)

Set during the great war between Athens (you) and Sparta. You must use all your resources of troops, warships and diplomats in your struggle to gain the alliance of the other neutral states, before the final battle. Three levels of play, instructions contain map of Greece for reference.



PRICE ZX81 16K £4.50

TYRANT OF ATHENS

Our original title and still selling well on its first birthday. Your challenge is to turn Athens into the most feared state in the Mediterranean.

The game is played in periods of a year at a time, first giving you the opportunity to use your funds to train troops, build warships and merchant ships for the following year, before progressing to the Battle Phase. Here you will have to meet attacks by land and sea from hostile Greek States and the vast Persian Empire.

Spectrum version uses character defined graphics, *Dragon* features high resolution graphics including a map for naval battles and blocked disposition of troops for land battles.

DRAGON 32K £6.95

SPECTRUM 16K £5.50

ZX81 16K £4.50



PRIVATEER

A NEW 48K SPECTRUM GAME

Not a wargame but a 3-phase real time game which gives you command on a Royal Navy ship at the time of Nelson. Your mission is to intercept French Privateers who are operating in the Baltic and the 1st phase requires you to lay the elevation and fuse for your mortar to knock out a shore battery.

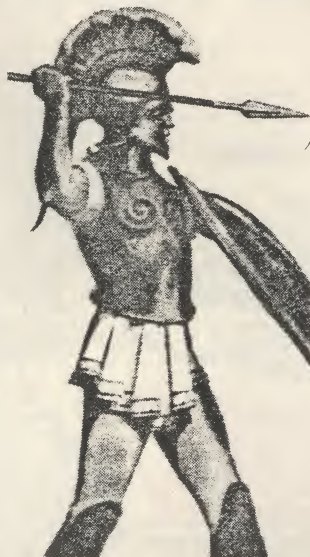
Phase 2 allows you to sail your ship (using arrow keys) against unfavourable winds to intercept the Privateers before they reach port. If you succeed then you pass to phase 3 where the keys 1-9 will fire your guns. Too quick a trigger finger will overwork your guns, too slow and a Privateer will be firing at you! Be careful he doesn't escape at this late point, or worse still, sink you.

5 Privateers to be intercepted each game, your continued service and promotion in the navy are dependent on your success.

DUAL PURPOSE CASSETTE ONLY £4.50

Spectrum 48K version on Side A

ZX81 16K version on Side B



All our cassettes are sold subject to the following conditions; all unauthorised copying, hiring, lending, exchanging, public performance and broadcasting is strictly prohibited.

All games contain comprehensive playing instructions and they play differently at each level (where applicable).

ACCESS NUMBER OR CHEQUES AND PO'S PLEASE MADE PAYABLE TO:

M. C. LOTHLORIEN

Dept C20, 4 Granby Road, Cheadle Hulme, Cheadle, Cheshire SK8 6LS.



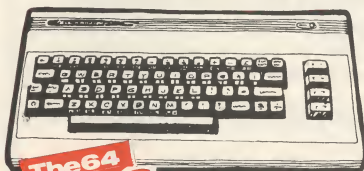
Chromasonic Hall of Fame No.23

THE 'HOME ECONOMIST'. THIS SPECIES PREDOMINANTLY FEMALE, AS ALL HOUSEWORK IS DONE BY THE MALE. DOES NOT PURCHASE ANY ITEM WITHOUT COMPUTING INGREDIENT-WEIGHT-PRICE-AVAILABILITY RATIOS. USES 100MBYTES TO STORE DATA FOR HER COST-COMPARABILITY GRAPHS. NEVER GOES TO THE SHOP. HAS COMPUTER-LINK WITH ALL LATEST PRESTEL PRICES, INTERFACED WITH BALANCE AT BANK. NEVER USES CASH. SAVES AT LEAST 50p A WEEK. CONSTANTLY UP-DATING WASHING-MACHINE PROGRAM

WE'LL FIT YOU OUT



AT CHROMASONIC, WE SYMPATHISE WITH THE AIMS OF ANY SPECIES OF USER, HOWEVER PRECISE, AND CAN COMPARE MEMORY-PORTABILITY-FLEXIBILITY-USER-FRIENDLINESS RATIOS. AND COST-COMPARABILITY IS ALWAYS A PRIME CONSIDERATION WHEN ADVISING ON PURCHASE. IF YOU CALL ON US, WE CAN FIT YOU OUT IN THE MOST ECONOMIC OF WAYS. BUT NO FREE BEANS.



The 64 from

commodore

- 64K RAM
- Z80 PROCESSOR OPTION
- DEDICATED VIDEO CHIP
- SPRITE GRAPHICS
- MUSIC SYNTHESIZER
- PRESTEL LINK
- HIGH RESOLUTION GRAPHICS (320 x 200)

OUR PRICE
£343

- 16 COLOURS
- IEEE-488 & RS232C INTERFACE
- PET SOFTWARE COMPATIBILITY
- USED WITH MONITOR OR TV
- INTERNAL VHF MODULATOR
- OUTPUT FOR EXTERNAL AMPLIFIER
- FULL PET CHARACTER SET
- ACCEPT PLUG-IN APPLICATION CARTRIDGES

- FULLY PROGRAMMABLE USER PORT
- 2 PORTS FOR JOYSTICKS OR LIGHT PEN
- NETWORKING
- PORTS FOR TWO SETS OF PADDLES
- NEW 6510 CPU WITH EXTRA I/O
- FULLY COMPATIBLE WITH 6502 ASSEMBLY LANGUAGE
- INTERFACE TO MANY PERIPHERALS

DRAGON32

- * 9 Colours
- * 32K RAM memory as standard, expandable to 64K
- * Extended Microsoft colour basic as standard

- * Typewriter Keyboard
- * 6809E CPU
- * Advance sound feature
- * 32 Columns x 16 Lines
- OUR PRICE
£189



FREE 'Basic' training manual supplied

VIC20

NEW LOW PRICE **£129**
VIC PRINTER **£212.00**
VIC SINGLE FLOPPY **£286**
VIC CASSETTE DECK **£39.00**

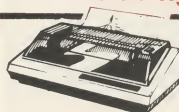
***** STOP PRESS ***** VIC 20 GAMES *****	
CARTRIDGES VIC1905	VIC JOYSTICK "JELLY MONSTERS" £18 £6.90
VIC1914	"ADVENTURELAND" £23 £23
VIC1917	"WOODOO CASTLE" £23 £10
CASSETTES VIC3501	"QUIZMASTER" £10 £10
VIC3502 a)	"KNOW YOUR OWN IQ" £10
VIC3511	BBC "MASTERMIND"

BBC
MODEL A & B



AUTHORISED DEALER

Britain's First Micro with a Televised Instruction Course! Including NEW 120 OPERATING SYSTEM



GP100A SEIKSHA

FULL GRAPHICS CAPABILITY CENTRONICS PARALLEL INTERFACE

OUR PRICE **£217**

GP100VC for VIC20 or 64 **£263**

TELEPHONE

01-263 9493 or 5

Chromasonic 'Hall of Fame Album' sends 75p for your collector's Album. Start by cutting out the cartoon on this ad, one in a series of 50. We will send you the cartoon of your choice with every order, to help you build up this exclusive 1983 collection. Prize for 1st full album presented to us!!

CHROMASONIC PERSONAL COMPUTERS

48 JUNCTION RD, ARCHWAY, LONDON N19 5RD Telex 22568

CV5

I am interested in a home computer. Please send me further details

- ☐ VIC 20 ☐ DRAGON 32 ☐ COLOUR GENIE
☐ ADD-ONS ☐ SOFTWARE ☐

TERMS OF BUSINESS All prices inc 15% VAT
Delivery charged at Cost. Prices valid for cover date of this mag. Access and Barclaycard orders welcome

I enclose stamped addressed envelope

Please send me
I enclose cheque/P.O. for £

NAME:

ADDRESS:



Please send me 'Hall of Fame Album' I enclose 75p

Super Quality Software from * LLAMASOFT *

by JEFF MINTER

VIC 20

ABDUCTOR

A classic new space game! ZAP the swirling alien hordes before they ram you — and abduct your humanoids! Survive the assault for long enough and you'll get an extra stage on your spaceship with double firepower! Awesome unexpanded Vic Action. £6.00 + 50p P&P.

GRIDRUNNER

Finally, true arcade quality on the unexpanded VIC! Shoot down the segmented DROIDS invading the grid. Beware of the pods and zappers! The awesome speed, sound and graphics gives you the best blast available for unexpanded Vic. £6.00 + 50p P&P.

ANDES ATTACK (8K)

Your spacecraft must attack the descending aliens and frustrate their evil intent. Fly your Ramjet fighter over the Andes mountain range and protect your llamas from kidnap by hostile UFOs. Features 5 kinds of UFO, controls include up, down, reverse, fire, thrust and smart bomb. Entirely in machine code. Requires 8K expansion and joystick. £8.00 + 50p P&P.

TRAXX M/C (8K + EXPANSION)

This is VIC 20 cross breed between the now famed 'Pacman' and the game 'Quix'. All in machine code, fast and fun with joystick controls, uses Hi-Res colour graphics. 8K or larger expansion needed. Only £6.00 + 50p P&P complete with instructions.

LASERZONE (8K+)

Destroy the oncoming ALIENS with your TWO independently controlled laser bases! Lunge for the ELECTRO button and blast your enemies into expanding clouds of SPACE JUNK! An exhilarating and totally original game with a unique system of control from a standard joystick. A mere £6.00 + 50p P&P.

THE VERY FIRST COMMODORE 64 GAMES

ATTACK OF THE MUTANT CAMELS

Planet earth needs you! Hostile aliens have used genetic engineering to mutate camels from normally harmless beasts into 90 foot high, neutronium shielded, laser-spitting death camels!! Can you fly your tiny, manoeuvrable fighter over the mountainous landscape to weaken and destroy the camels before they invade the human stronghold! You must withstand withering laser fire and alien UFOs. Game action stretches over 10 screen lengths and features superb scrolling, scanner, 1/2 player actions and unbelievable animation! Play this game and you'll never be able to visit a zoo again without getting an itchy trigger finger! Awesome m/c action! £8.50 + 50p P&P.

ROX-64

Rox is a challenging game involving the defence of your lunar base from a deadly meteor shower. Rox-64 includes amazing sprite graphics displays and spacy sound effects, and an awesome 'motherhood' display if you win the game. Top 10 scores are tabled along with their names. This program shows just what can be achieved using only Commodore-64 basic. Study the listing and learn how to use sprites and sound on this outstanding machine. £4.95 + 50p P&P.

GRIDRUNNER 64

The No. 1 best game for the Vic has been improved for your COMMODORE 64! Gridrunner

is a smash hit in the USA. Now experience the lightning-fast challenge of the grid on the '64. Features 31 skill levels and excellent sound and graphics. Sore trigger finger free with every game! £8.50 + 50p P&P.

SPECTRUM

GRAPHICS CREATOR (16K)

Not just another character editor! Allows you to define not only the 21 user definable characters. Also allows you to change the entire 96 character ASCII set. Creates BYTES files ready for you to load into your own programs. Includes advanced Reflect, Invert, Field commands etc. Complete with full documentation. Bin the BIN statement and use Graphics Creator with its easy on-screen cursor editing. £2.95 + 50p P&P.

BOMBER (16K)

Yes, a full feature version of the popular game 'Blitz', supplied for the 16K or 48K Spectrum. For only £2.95 + 50p P&P.

HEADBANGER (48K)

Colourful new game starring Chico the headbanger who you must guide to riches through an increasing shower of heavy metal. Gain bonuses for headbanging but be sure to take an aspirin when the pain gets too much! Basic + m/c to speed up action. Great graphics, nice animation. Will even drive William Stuart system's voice synthesiser to produce speech output. Can you attain the grade of 'Rocker Class One' or will you be 'Barry Manilow Class 5'? Start headbanging to-day and find out. £4.95.

SUPERDEFLEX (48K)

Bounce 'Sid', the space invader, around the screen into the power pods, keeping away of course from the devil who chases you around the screen. Steer with your Deflex shields, but beware the mines or you may be buried alive! Superb graphics and fantastic sound on the 48K Spectrum only. Only £4.95 on cassette + 50p P&P.

ATARI 400-800

TURBOFLEX

Superb ultra-fast and totally new ball game. Uses ATARI's unique features to the full. Incorporates superb colour/sound effects and uses Player/Missile graphics. Tables top 10 scores along with Scorer's name. £6.00 + 50p P&P.

GRIDRUNNER

100% machine code version of the best selling VIC/COMMODORE 64 game. Runs on any ATARI (16-48K). Blinding speed and superb graphics. Experience ATARI quality without paying ATARI prices — GRIDRUNNER for ATARI is just £8.50. Supplied on autoboot cassette. Discover the fastest and most exhilarating blast-em-up game ever devised. Only £8.50 + 50p P&P.

ZX81

CENTIPEDE (16K)

the ORIGINAL game from the ORIGINAL author. This is the identical program to that being sold by other companies for three times our price. The game has received ecstatic reviews in the computing press. Program has 30 speed levels and ever increasing Centipede hordes. Tables top 10 scores and names. Why wait to pay more? Only £1.95 + 50p P&P.

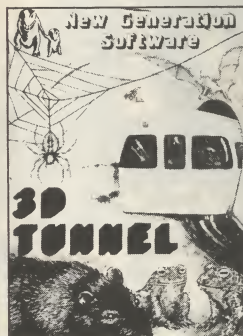
LLAMASOFT SOFTWARE



Dept CV9
49 Mount Pleasant,
Tadley, Hants
RG26 6BN.
Tel: 07355-4478
Trade enquiries
welcome.

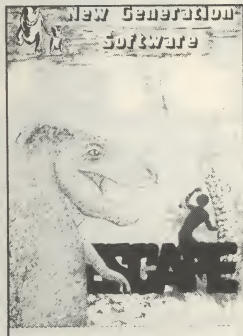
Please add 50p P&P with all orders

Brace yourself for a new generation of software



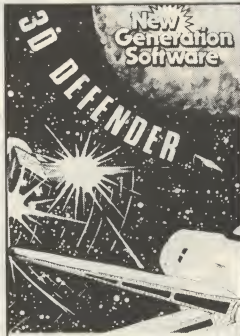
FOR 16/48K SPECTRUM

3D TUNNEL — 16K/48K Spectrum
A full action adventure game to test your skill and nerve. What lies in the depths of the tunnel? Flying bats, leaping toads, scurrying rats, crawling spiders all appear in the depths of the moving tunnel. The 48k version also holds a surprise in store! ONLY £5.95. Compatible with Kempton and AGF Joysticks. "3D Tunnel contains some of the most impressive graphics you're likely to see on the Spectrum" Computer and Video Games.



FOR 16K SPECTRUM

ESCAPE — 16K Spectrum
You'll need plenty of stamina to escape the dinosaur infested maze. You'll have to find the axe and break out of the maze, but the Triceratops will be looking for you and the Pteranodon could swoop down on you at any time! ONLY £4.95 "One of the best and most original games we have seen for the Spectrum so far" Sinclair User.



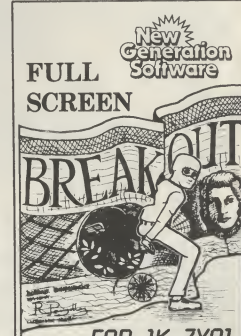
FOR 16K ZX81

3D DEFENDER — 16K ZX81
Fancy yourself as a spacefighter? Here's your chance to find out how good you would be in defending your home planet. A fast moving machine code game in 3D with meteors, stars, explosions, plasma blasts, photon beams and of course alien space craft to look out for! Your cockpit display will show shield strength, altitude, proximity, forward radar and your score. ONLY £4.95 "Another 3D winner" Sinclair User.



FOR 16K ZX81

3D MONSTER MAZE — 16K ZX81
The ultimate 3D maze game for your ZX81, not only do you have to find your way out of the maze but you'll have to watch out for the T.Rex — it will actually run towards you when it sees you! Fast moving machine code graphics. ONLY £4.95 "If I had to choose just one program to impress an audience with the capabilities of the ZX81, the 3D Monster Maze would be the one without doubt" ZX Computing.



FOR 1K ZX81

FULL SCREEN BREAKOUT — 1K ZX81
You've probably played breakout before but never with the incentive of this one! See how much money you can win and watch the pounds convert to dollars. 3 speeds, 2 bat sizes and 3 angles of rebound all in machine code. ONLY £1.95 "Best of its kind" Which Micro and Software Review.

*These games have previously been available from J K Greye Software Ltd.



- Please rush me:
- ☐ 3D Tunnel 16K/48K @ £5.95 inc.
 - ☐ Escape @ £4.95 inc.
 - ☐ 3D Defender @ £4.95 inc.
 - ☐ 3D Monster Maze @ £4.95 inc.
 - ☐ Full Screen Breakout @ £1.95 inc.

Please tick box

Total inc.

Price

Cheques/PO payable to New Generation Software

Name

Address

CVG5

New Generation Software Freeport BS3433 Oldland Common Bristol BS15 6BR

All games written by Malcolm Evans-The 3D expert. For instant despatch phone 01-930 9232 and quote your credit card number.

New Generation Software

Freeport BS3433 Oldland Common
Bristol BS15 6BR

Salamander Software

DRAGON 32 AND BBC MODEL B SOFTWARE

DRAGON-TREK

£9.95

A real time version of the classic space game featuring full colour tactical, status and long-range scanner displays, hyperprobe, the Faerie Queen, Klingons and Klingon commanders, tractor beams, enemy movement, black holes and much more. Choose from ten levels of difficulty and three sizes of galaxy. Comes complete with 16-page flight manual. JOYSTICK (1) REQUIRED. Dragon Data Approved

WIZARD WAR

£7.95

A game of magical combat between the Wizards of the Tri-Suns for supremacy of the planet Xarg. Both dexterity and deduction are needed in order to outwit your opponent as spell is traded against spell. Comes complete with 12-page illustrated spell book. JOYSTICKS (2) REQUIRED. Dragon Data Approved.

GOLF

£7.95

An accurate interpretation of the game of golf written by a keen club player. Allows match play between two players or one player may play using the Stableford points system widely used for competition golf. Features full club selection, hazards, out of bounds and player handicaps. Dragon Data Approved.

GRAND PRIX

£7.95

Do you have the potential to be a champion Formula 1 driver? Find out when you race on these 8 famous Grand Prix tracks from around the world. For 1 or 2 players. 2 joysticks required. Dragon Data Approved.

GAMES COMPENDIUM D1

£7.95

Six great games for the whole family — Donkey Derby, Blackjack, Kingdom, Hunt the Wumpus, Noughts and Crosses and Lunar Lander. Dragon Data Approved.

VULCAN NOUGHTS AND CROSSES

£7.95

A three-dimensional game of noughts and crosses for one or two players. Also includes a zero player option where the machine plays itself. Can you out-think your Dragon? Dragon Data Approved.

THE EDG GRAPHICS PACKAGE

£24.95

For the BBC Model B Microcomputer

An advanced picture drawing system developed by a firm of consulting engineers to the oil and utility industries worldwide. Uses cassette tapes for software and picture storage and is controlled entirely by normal keyboard input — no extra hardware required. The main system features are:

- ★ Picture drawing in mode 0, 1 or 2.
- ★ Actual and Logical colour changes at any time.
- ★ Drawing functions:
Lines, boxes, circles, arcs, test, shape repetition.
- ★ Drawing aids:
Grid, elastic band, save and home cursor (5 positions).
- ★ Colour fill.
- ★ Text window showing x, y cursor position, length, angle, colour menu and current colour.
- ★ Saving and Loading of picture using cassette tapes.
- ★ Multi-file pictures facilitating very complex drawings.
- ★ Flashing cross-hairs cursor.
- ★ User instructions/prompts.

This package comes complete with a spiral bound manual.

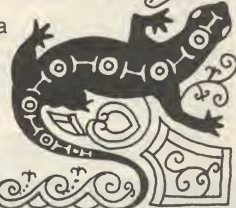
SEND SAE FOR CATALOGUE OF OUR FULL RANGE OF DRAGON AND BBC MODEL B SOFTWARE

Cheques or postal orders payable to Salamander Software, 27 Ditchling Rise, Brighton, East Sussex BN1 4QL.

Tel: 0273 771942

PLEASE ADD 50p P&P TO ALL ORDERS

Programmers wanted: good royalties paid! Trade enquiries welcome.



YOUR SEARCH FOR COMPUTER GAMES ENDS HERE AT...

MICROSPOT

MERSESIDES LARGEST SOFTWARE STOCKISTS. We have in stock over 400 fantastic programmes all at highly competitive prices and suitable for your Atari, Dragon or Vic 20 computer. Ring us on our hotline **NOW** for a copy of our latest price list. It's all you'll ever need!



Over 250 programmes by more than 50 software houses.

NEW ATARI PROGRAMMES

Up, up and away
Zaxxon
Miner 2049 er
Fort Apocalypse
Choplifter (ROM)



Over 70 programmes in stock by

Imagine Bug-Byte
Rabbit Commodore
Romik Thorn
Postern Llamasoft

Happy Disk £199.00
48K Upgrade £90.00
Atari 800 48K £399.00



Over 50 programmes in stock by

Microdeal
Abacus
M.C. Lothlorien
Romik
Dragon Data

NEW DRAGON PROGRAMMES

Donkey King
Caterpillar
Maths Tutor
Earth Rescue



You need look no further than
MICROSPOT
15 Moorfields, Liverpool L2 2BQ.
Hotline: 051-236 6628



Hot from

£21.95
For Atari

LEISUREMAIL

BRINGS YOU THE PICK OF THE GAMES!

GAMES - GAMES - GAMES! More and more computer games hit the market every month, BUT THEY CAN'T ALL BE GOOD. So - let LEISUREMAIL short list the VERY BEST for you. Send 50p NOW for our big 'BEST OF THE BUNCH' catalogue. We select TOP QUALITY SOFTWARE FOR YOUR ZX81 - SPECTRUM - BBC MICRO - GENIE 2 - VIC 20 - DRAGON 32 - ATARI etc.

SPECIAL THIS MONTH

New Generation **ESCAPE** for 16K Spectrum - voted by Sinclair User as 'best and most original game yet seen for Spectrum! Only £4.95 post paid. Simply amazing graphics. Also fabulous new release - **3D TUNNEL** - 16K and 48K versions for Spectrum on one tape - £5.95.

To:- LEISUREMAIL (CVG), 69, Long Lane, London EC1A 9EJ.

Please rush me your BUMPER CATALOGUE of TOP FLIGHT GAMES. I enclose 50p (refundable first order).

I enclose £.....for.....**ESCAPE** and/or.....**3D TUNNEL**, plus free catalogue. OR debit my ACCESS/DINERS/AMEX account number.....

Name:-

Address:-

BUY THE BEST BRITISH COMPUTER

As supplied to schools,
local authorities and
government departments
by the leading BBC/Acorn
dealer & service centre

**In stock
NOW!**

BBC Model A £299 incl VAT
BBC Model B £399 incl VAT

- + Wordwise Word Processor (needs 10 System)
- + Software - Acorn, Bugbyte, Computer Concepts (Logo 2)
- + Joysticks for the BBC + 100K Single Disk Drives
- + Torch 800K Twin Disk Drives with CPN
(Equivalent to CPM*)

*Reg. trademark of Digital Research

**WE DELIVER
NATIONWIDE!**

SPECIAL OFFERS

Whilst stocks last!

For the BBC:
Screen Layout Pad,
Flow Chart Pad &
Symbol Design Pad
Kit with ring binder
Rec. retail price £15.50
OUR PRICE ONLY
£12.50 incl VAT

VIC-20 Clearance:
Arfon Expand Unit £85
VIC Games Cartridges:
Mission Impossible £20
Rat Race £16
Road Race £16
Mole Attack £16
All prices include VAT!

PLUS computers, peripherals, printers, software, games, books and much, much more from leading makers at low prices - always available from your local stockist:

**TWICKENHAM
COMPUTER CENTRE LTD**

72 Heath Rd Twickenham Middx TW1 4BW (01-892 7896/01-891 1612)



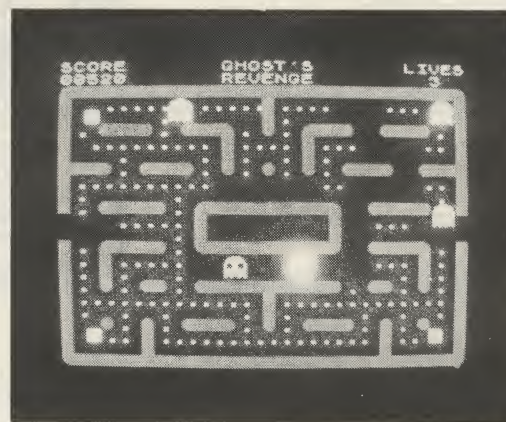
ZX SPECTRUM

GHOST'S REVENGE

At last a maze-chaser game for the Spectrum that rivals the arcade original. Written in super fast machine code and featuring some of the best graphics, colours and sounds for the Spectrum. ★ Joystick or keyboard operation ★ Realistic gobble action in all 4 directions ★ Four intelligent ghosts that will chase or run from you ★ Pulsating power pills that change the ghosts' colours ★ Eat the running ghosts for 400, 800, 1200, 1600 bonus points ★ Skill level selection enables both beginners and experts to play ★ Harder levels feature invisible mazes ★ Full sound effects, tunes and top score ★ Works on any Spectrum.

DESPATCHED BY 1ST CLASS RETURN POST

ONLY £5.95 including 1st class
post, packing



C8VG2

Post coupon now to: MICROMANIA SOFTWARE, 14 Lower Hill Road, Epsom, Surrey KT19 8LT.

Please rush me

☐ copies of GHOST'S REVENGE @ £5.95

I enclose cheque/PO/cash for £.....

Sorry no credit cards.

NAME

ADDRESS

Micromania

GAMES AUTHORS

If you can write original games software for Sinclair, BBC, VIC 20 and Dragon Computers, phone us now to arrange possible publishing deal.

TOP RATES PAID
01-229 3378

ATARI 400 & 800 computer owners

At last real time full colour graphic adventures that are not disk only
THE SEARCH — over 100 screens to wander through, doing battle and making friends in the quest to find your goal. Full save game facilities
COMPUTER COMMAND — all action multi-screen adventure. Pilot your Robo-droids in a last ditch battle to save yourself and your planet.

£14.95 each inc. VAT and p.p. Please state cassette (16K) or disk (32K). Send cheque or P.O., payable to C. S. Software.

C. S. Software, 61 Redhouse Lane, Bredbury, Stockport. Tel: 061-494 9183.

DRAGON 32 or TANDY TRS-80 Colour?

Lots of programs — lots of useful hints and information EVERY single month in "RAIN-BOW", an exciting new 200-page magazine from U.S.A.

Send £2.25 (plus large 56p s.a.e.) for sample issue to **ELKAN ELECTRONICS (Dept CVG), FREEPOST, 11 Bury New Road, Prestwich, Manchester M25 6LZ** or telephone 061-798 7613 (24 hour service).

TEXAS TI99/4A

Programs for unexpanded machine:

WARGAME Strategy and tactics as you play the computer or another player. **£6.00 inc.**

GERMAN WHIST/FOUR IN A ROW Practise trick taking or vertical strategy as you play a clever computer. **£6.00 inc.**

GRAPHIC PAIRS Pelmanism, spaceships, robots and a crazy car race. **£5.00 inc.**

HANGMAN Prepare data tapes or use large in-built vocabulary. **£5.00 inc.**

TX Software, 109 Abbotswood, Harlow, Essex, CM18 6TQ.

GAME PLAYERS

TIRED of playing the same old games?

FRUSTRATED by the growing number of high-priced programs?

Then join our **PROGRAM EXCHANGE CLUB** for **ATARI VCS & INTELLIVISION** cartridges. Also, software exchange for **ATARI 400** and **TRS80/VIDEO GENIE**.

SEND large SAE for details stating computer owned. **VIDECOMP (CVG), 57 Woodlands Road, Ilford, Essex IG1 1JN.**

HOLD ON TO YOUR COPYRIGHT

We are about to form an advertising and marketing syndicate, using large display advertisements in this magazine. If you are an independent software games programmer with first class original work, we would like to hear from you.

Write for details to:

BROOKLANDS COMPUTER GRAPHICS, 13 Castle Street, Dover, Kent CT16 1TT. Tel: Dover 211777 (STD 0304)

TRS80 TAPES DIRECT FROM USA

Kosmic Kamikaze — a cosmic ordeal which will tax your reflexes to the fullest. 16K expanded, £9.95 inc. p.p.

Star Trench Warfare — once into the trench you're on your own. 16K expanded. £9.95 inc. p.p.

BLABY COMPUTER & VIDEO GAMES, Lutterworth Road, Blaby, LEICS Tel: (0533) 773641

A C S

SOFTWARE FOR THE PET AND CBM64

LEAGUE SOCCER 32K PET (New Rom) and **CBM 64** **£6.50**
Features 92 League Teams, Promotion/Relegation, 2 Cup Competitions, Team Selection, Injuries, Etc. Guide your chosen Team to League and Cup Glory!

LONDON EXCHANGE 32K PET (New Rom) and **CBM 64** **£6.50**

Invest your money in any of the 233 Companies-Commodities and attempt to gain a controlling interest in 16 of Britain's Major Companies!

BRIGHTON BEACH/ROULETTE 16K PET (New Rom) and **CBM 64** **£5.50**

Make your fortune on the spin of a wheel or by hawking your Ice Cream Van around Brighton (with due regard for nude sunbathers and Marauding Elephants!)

All prices inclusive: (Please don't forget to state machine — CBM64, Basic 3, 4 etc)
Cheques/Postal Orders to:

ASHLEY COMPUTER SERVICES, 5 Garden Street, Kirkham, Preston PR4 2TU. Telephone: (0772) 686122.

ATARI 400/800 16K

6 Games for only **£6.95** (incl. p.p.)

MACHINE CODE COPIER (copy m/c code programmes)

DRAUGHTS (Machine code)

SPACE INVADERS (like original)

BLITZ (bomb cities)

3-D MAZE

PAC-BATS (gobble up pills)

— All games have hi-res graphics + sound — superb value,

72 hour despatch, S.A.E. for details, cheques to:

J. OWEN DEVASOFT, FFRDD DERWYN, PENYFFORDD, CHESTER CH4 0JE.

VIDEOACTIVE (RENTALS)

Do you own any of the following computers or TV systems?

- * ATARI 400/800
- * VIC-20
- * DRAGON 32
- * ATARI VCS
- * INTELLIVISION

Problem?

Are you limited to the number of games you have due to the high cost of software.

Solution!!!

Why not try our hire service. For a low daily rental you will have the chance to enjoy any number of games from our library.

Send s.a.e. for details to:

Videoactive (Rentals), 9 Albemarle Gardens, Gants Hill, Essex IG2 6DJ. Telephone: 01-518 6425 (evenings and weekends)

ATARI 400/800 OWNERS

Copy Utility. An advanced copier that copies virtually all basic or machine code, single-load or multi-load, tapes with either long or short interrecord gaps. Written in machine language. Supplied on Autoboot cassettes. **£9.95.**

Cassette to Disc Utility. Put as many as 10 of your single load machine code tapes onto one disc. Works with most tapes. Requires 32K + disc. **£9.95**

Cheques/P.O. to: **W. ENTERPRISES, 49 Shrewley Crescent, Tile Cross, Birmingham B33 0HU.**

KOPIKAT

TRS80 and Dragon Owners Protect your valuable tapes by making a back-up copy using our Kopikat tapes which will copy most double or single loaded tapes **£15 inc. p.p.** Write to:

2 Bell Lane, Narborough, Leics.

ATTENTION ATARI 400/800 USERS

£40 per year or £25 per ½ year allows you to loan up to 50 games of your choice from our extensive library on tape, disk or rom. Free utility tape, send large SAE to **AMUSEMENTS UNLIMITED, 49 LESLIE CRESCENT, ST. MICHAELS, TENTERDEN, KENT. TN30 6BX.**

Tel: (05806) 3830 (evenings)

BBC Model B or 32k A

MADMAX

Unique car stunt game.

3 play options with BBC joysticks or keyboard control. Hi-res graphics in Mode 1.

Only £5.95 inc.

C. A. R. Software.

56, Trenance Road, Exhall, Coventry CV7 9FJ

BBC 32K BEEB NEW RELEASES

SPACE BLEEPERS

Zap the rising Martians as they whiz out of their saucers — hungry for fuel!

ASTRO SPLAT

Wipe out your opponents pods before he splats yours — you need skill and strategy to beat your opponent.

★ **QUALITY PACK** — two games for the price of one
£6.95 incl. cassette (disc £1.50 extra)
COLOUR, SOUND AND SUPER GRAPHICS

SMASH HIT SOFTWARE Dept G,
11 CALFRIDOS WAY, BRACKNELL, BERKS. (CHEQUES + P.O.S PAYABLE TO S.H.S.)

GAMES PROGRAMMERS

Blaby Computer Games are looking for games for the Atari 400/800, Spectrum, Vic 20 and Dragon for distribution in the UK and USA. Excellent cash payments will be paid for top quality and original games. Send sample to: **BLABY COMPUTER & VIDEO GAMES, Lutterworth Road, Blaby, Leics. Tel: (0533) 773641.**

Butter MICRO SHOP

ZX81·ZX SPECTRUM· DRAGON 32·VIC 20·BBC

The very best mail order items "over the counter"
Games, Keyboards, Serious Programs, Rams, Books, Peripherals and much, much more!

FAST MAIL ORDER SERVICE PHONE 01-769 2887
WITH ACCESS/VISA (24hr Ansafone)
or send large S.A.E. for catalogue (state which computer)

Open 10.30 — 5.30 Tues. to Sat. (closed Mondays)
310 STREATHAM HIGH ROAD, LONDON SW16

VIC 20, COMMODORE 64, ZX81, SPECTRUM

Full range quality software from games to business

Hardware also available
Access, Barclaycard available

Enfield Communications Ltd. 135 High Street, Ponders End, Enfield, Middx EN3 4EB. 01-805 7434.

ATARI 400/800 OWNERS

Comprehensive selection of cassette, disk and cartridge games, available for hire, at lowest rates available. S.A.E. for details:

CASTLE GAMES LIBRARY, 44 AUGUSTA CLOSE, ROCHDALE, LANCs OL12 6HT. Tel: (0706) 59602.

SOFTWARE EXCHANGE

— a new feature in Computer & Video Games —
IF YOU'RE LOOKING FOR SOFTWARE PROGRAMS AND WRITERS, OR IF YOU'VE WRITTEN A PROGRAM AND WANT TO SELL IT, THIS IS A FEATURE SPECIFICALLY DEDICATED TO YOU.

To advertise, phone **Mike Cassell on 01-278 6552.**

Discount for ads placed in the June and July issues

NEW

THE GREATEST PROGRAMMING AID SINCE FINGERS

Cuts Down Program Entry Time

- How many hours do you spend de-bugging programs?
- How many times have you traced a bug to a typing error?
- How many times have you wished for another pair of hands to keep your place in program listings?
- How many times have you had back-ache, neck-ache and eye-strain through copying listings at uncomfortable angles?

THE EASIREADER FROM BUGBEAR

Saves Hours in De-bugging time

- Over 99% of bugs in programs copied from printout listings are the result of entry errors — errors anyone with only one pair of hands can make. Even one mistake can take hours to trace.

The EASIREADER Minimises Bugs by Minimising Entry Errors

- The attractive perspex stand can be positioned where most comfortable, avoiding stiff necks and aching backs... strain causes mistakes!
- The specially designed cursor prevents skipping between complicated and similar-looking lines while allowing you to 'read through' simple lines.
- The EASIREADER keeps your place for two-handed keyboard entries, i.e. when using a Sinclair computer or just using the 'shift' key.
- It will even scan the off-horizontal listings found in many magazines.
- The EASIREADER can handle all normal magazines up to A4 size, single sheets, computer printouts and most books.

HELP BANISH BUGS

Make your programming easier and more comfortable.
SAVE TIME AND EFFORT - AVOID FRUSTRATION

Send for your EASIREADER now at £12.25 inclusive

BUGBEAR, DEPT. v4, NICHOLSON BUILDINGS, TEMPLETOWN, SOUTH SHIELDS, TYNE & WEAR NE33 5RZ.



© BUGBEAR 1982

Patent Pending No. 8232718

R & R

STAR TREK 48K

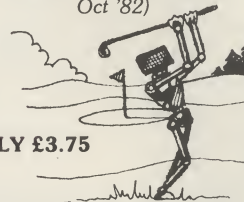
Rid the Galaxy of the evil Klingons, Protect your Star Bases from attack. ("Easy to play. Difficult to beat").
Sinclair User Dec '82)



ONLY £4.95

16K Spectrum GOLF

Hi-Res Full colour graphics. A game for 1 or 2 players. All the features of a full size course. THE family game.
(Reviewed Sinclair User Oct '82)



ONLY £3.75

P-E-P

THE PROGRAM ENHANCEMENT PACKAGE FOR THE ZX81 (16K)

A suite of easy to use machine code routines designed to transform your Basic programs.

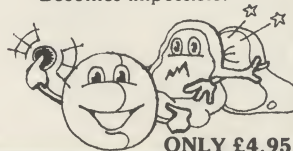
- DEFINED SCROLL REGION 1 line to whole screen. ■ SCROLL up or down.
- FILL SCREEN any character.
- CHANGE BACKGROUND
- CHANGE FOREGROUND
- INVERSE VIDEO ■ FLASH SCREEN
- CLEAR SCREEN without changing print position.

Supplied on tape with a 6K DEMO PROGRAM and a FULL instruction booklet

ONLY £5.95

GNASHER 16K

THE ULTIMATE MAZE GAME. Ghosts, Energy Pills, Bonus Fruit, Sound, Colour + much more. Starts easy, Becomes impossible.



ONLY £4.95

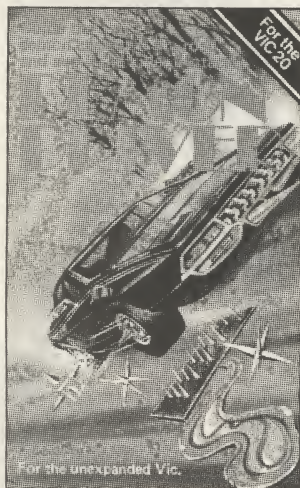
Send to: R & R SOFTWARE (CVG)
34, Bourton Road,
GLOUCESTER GL4 0LE
Tel: GLOS (0452) 502819

48 HOUR DISPATCH
Overseas + 10% please
Large Dealer Discounts

ZX
SPECTRUM

NEW FOR VIC OWNERS

LIVERSOFT
66 Lime Street
Liverpool L1 1JN



GENEROUS DEALER DISCOUNT

Games available for any
Vic 20
" (2 pack)
" (2 pack)
& for 3K & 8K Vic 20 'Space Assault'
VIC 20 MACHINE CODE MONITOR £14.95. All above super games
£5.99 each.

'DEMON DRIVER'

'LUNAR RESCUE'

'Crazy Climber/Apple Bug' 'Nuclear
attack/Grand Prix'

MAIL ORDER HOT LINE 051 708 7100.

Please rush me (Game Name)
I enclose my cheque/postal order for £
Please debit my Access/Barclaycard No.
Expiry date Signature
Name (Block letters)
Address

HAVE YOU GOT A BBC MICRO? THEN YOU NEED:

Laserbug

THE NEWSLETTER OF THE INDEPENDENT NATIONAL BBC MICROCOMPUTER USERS GROUP

IN RECENT MAGAZINES:

Articles: Teletext Graphics, User Definable Characters, User Definable Keys, Sounds, *FX, Telesoftware, Line Structure and Merging, Epson Screen Dump, Pixel Power, Moving Things, Manual Review, What Printer?, Seikoshia Dump, Machine Code, How To Get More Colours Out Of Your BBC Micro, Circles Galore, Conversions for RGB Inputs, How To Use Joysticks, Instant Graphics, Software Protection, String, String, String, What Monitor? Speeding Up Your Programs, Computer Conversions, Questionnaire Results, Formatting, Assembler Programming On The BBC Micro, Errors? Focus On Adventure, Diskspot, Computer Programme Review, ADC Corner, Make The Most Out Of Sound, and lots, lots more

Programs: Labvrinth (Game), Pontoon (Game), Artillery (Game), Life (Misc.), Calendar (Misc.), Prism (Educ.), Spiral Patterns (Graphics), Bazooka (Game), 4-In-A-Row (Game), Mortgage (Misc.), Oxygen (Game), Teletext Terminal (Utility), Wordprocessor (Business), Mixer (Graphics), How Many Colours? (Graphics), Disassembler (Utility), Maths Race (Educ.), Puzzle Program (Game), TV Test Signal Generator (Utility), Alphabet Tester (Educ.), Repeat (Game), Memory Analyser (Utility), Wallball (Game), Dating (Misc.), What's The Time? (Educ.), Grand Prix (Game), Nine Dice (Game), Memory Dump (Util.) and lots, lots more

Regular Features: Bookreview, Letters, Hardspot, Sofreview (we review at least 8 programs per magazine from all sources), Oddspot (a different graphical program every month), Meeting Place (where we list local user groups), Contacts (spans over 1 page of names and addresses of people who want to get in touch with other users in their area), Competitions, Printreview (we have looked at the Seikoshia and Amber 2400 and give full details on how to use them with screen dump programs), Seasons (a seasonal program every month), Querpot, Special Offers (special offers and exclusive club discounts), Assembler Programming On The BBC Micro, Software Protection and lots, lots more

WE WON'T TRY TO PUSH LASERBUG ON YOU LIKE THE OTHERS - SEND OFF FOR A SAMPLE COPY AND YOU'LL FIND THAT LASERBUG SELLS ITSELF

Please supply me with:

A sample copy of LASERBUG @ £1.00

A 12 Month subscription to LASERBUG @ £12.00 for 12 issues of the magazine

A 6 Month subscription to LASERBUG @ £6.00 for 6 issues of the magazine

An overseas subscription to LASERBUG @ £14.00 (Surface Mail - write for details of air mail)

..... LASERBUG Dust Cover(s) @ £3.25 each

..... LASERBUG Cassette Lead(s) (Please state type(s)) @ £3.00 each

I enclose a cheque/PO for £ made payable to LASERBUG

NAME ADDRESS

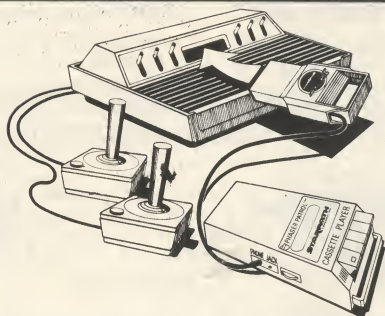
Please send the completed form to:
LASERBUG Dept. G, 10 Dawley Ride, Colnbrook, Slough, Berks, SL3 0QH.

ELECTRONIC LEISURE PRODUCTS



CREDIT CARD HOTLINE
Phone LIMERICK (0006) 27522

MAIL ORDER DEPT: 6 MEADOWVALE CLOSE
RAHEEN, LIMERICK, IRELAND



TURN YOUR ATARI VIDEO COMPUTER SYSTEM INTO A STATE OF THE ART GAME SYSTEM-FOR THE PRICE OF A GOOD VIDEO GAME.

Why invest hundreds of pounds in a home computer when you can plug the Starpath Supercharger into your Atari® VCS?

- What is the Supercharger?
The Supercharger expands the game-playing power of your Atari® VCS. Inside the Supercharger are special digital electronics which multiply the VCS RAM memory 49 times! Plus, an audio interface cable attached to the Supercharger plugs into the earphone jack of any cassette tape player.
- What does it do?
The Supercharger lets you play games with high resolution graphics, faster action, and far more complexity. The Supercharger upgrades your VCS with state-of-the-art electronics. Furthermore, Supercharger games come on economical cassette tapes, far less expensive than conventional game cartridges.
- Multi Load games.
Cassette tape lets Starpath offer unique Multi Load games. Games like Dragonstomper and Escape from the Mindmaster include several "loads" on one cassette. Each load is like an entire conventional game. Multi Load games offer complexity and depth that no conventional 800 cartridge game can match. It is like owning an LP instead of a "45" single record.
- The Supercharger comes with the highly acclaimed and award winning Phaser Patrol game and costs £44.50 excl. VAT.

Electronic Games Magazine calls Supercharger computer games "one of the greatest products ever to enter the field of home videogaming". Video Review calls them "the hit of the holiday season". You'll call them the most challenging games you've ever played.



ESCAPE FROM THE MINDMASTER™ £16.65
COMMUNIST MUTANTS FROM SPACE™ £14.00
KILLER SATELLITES™ £14.00
DRAGONSTOMPER™ £16.65
SUICIDE MISSION™ £14.00
PHASER PATROL™ £14.00
FIREBALL™ £14.00

PRICE
EXCL. VAT

CARTRIDGES FOR ATARI, INTELLIVISION, AND COLECOVISION

All prices include post and packing but exclude VAT

ATARI VCS CARTRIDGES

COLECO		ATARI	
Donkey Kong	£23.45	Pacman	£21.00
Wizard of Wor	£23.45	Defender	£21.00
Gorf	£23.45		
Carnival	£23.45	TELESYS	
TIGERVISION		Fast Food	£22.00
King Kong	£22.00	Cosmic Creeps	£22.00
Jawbreaker	£22.00		
ACTIVISION		BOMB	
Pitfall	£21.00	Assault	£17.00

INTELLIVISION CARTRIDGES

COLECO		IMAGIC	
Donkey Kong	£23.45	Demon Attack	£24.50
Wizard of Wor	£23.45	Dragon Fire	£24.50
Gorf	£23.45	Microsurgeon	£24.50
Carnival	£23.45	Beauty & Beast	£24.50

COLECOVISION CARTRIDGES

COLECO		Atari Converter	£47.00
Wizard of Wor	£23.45	(Allows you to use Atari VCS cartridges)	
Gorf	£23.45	Turbo (includes steering wheel)	£44.00
Carnival	£23.45		

We are now taking orders for the Colecovision T.V. game, the world's most advanced T.V. game. So order now at £128.00 (includes Donkey Kong) for delivery end of April, and avoid disappointment.

Atari VCS — limited number £74.00
Mattel main unit £115.00

DO YOU PLAY T.V. GAMES?

If so, then why not send for details of our library of TV games cartridges for ATARI, INTELLIVISION & PHILIPS Video Computer Games?

WE ARE NOW ALSO INTRODUCING OUR LIBRARY OF CARTRIDGES FOR ATARI 400/800, VIC 20 & TEXAS TI99/4A.

For only £10 Life Membership, we offer you the most comprehensive library of the above TV & computer games on a daily rental basis of only 25 pence a day, with no postage and packing costs, and special discount purchase prices.

We are also offering a quality free gift to anyone joining us within 21 days.

So don't delay, send today for details of our fast growing Video & Computer Games Library, and get yourself a whole lotta fun!

S.A.E. to E&E Enterprises Ltd, P.O. Box 8, Saltash, Cornwall PL12 6YU.

Please include details of the system(s) owned.

DRAGON BONANZA

You've tried N, S, E and W and failed to find the particular treasure of your quest. Now is the time to "take inventory" at the Dragon Dungeon.

The Dungeon vaults are filled with peripherals, books, software and other goodies, exclusively, for the Dragon 32 owner — from recorder leads to Editor/Assemblers and from arcade games to Data Base Management Systems.

Over 100 games in stock, including "Donkey King" (£8), "Katerpillar Attack" (£8) and "Pimania" (£10).

Over 50 utilities and educational programs in stock, including the superb "Telewriter" word-processing system (£49.95).



DRAGON STICKS

Double-potentiometer joysticks for the Dragon owner who demands arcade action. Tough and reliable, Dragon Sticks keep on zapping when others fail! (£19.95 per pair).

DRAGON'S TEETH

Journal of the Dragon Owner's Club, 'Dragon's Teeth' is published monthly and contains news, reviews and information for dedicated Dragon-bashers.

Send for details (Annual sub. £6, Six-month trial sub. £3.25).

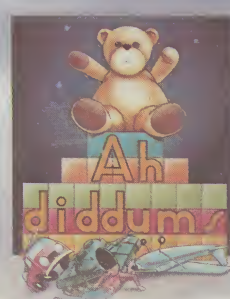
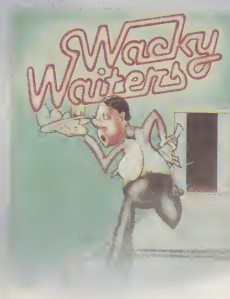
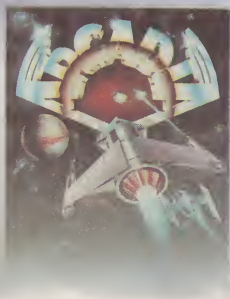


THE DRAGON DUNGEON
P.O. Box 4, Ashbourne, Derbyshire
DE6 1AQ.
Telephone: Ashbourne 44626.

SOFTeK

[illegible][illegible][illegible]

7 Hill Rd.



..the name
of the game

Imagine Software, Masons Buildings, Exchange Street East, Liverpool, Merseyside L2 3PN. Telephone: 051-236 0407